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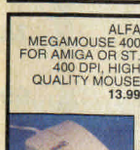

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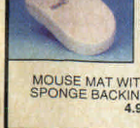

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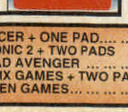

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SPECIAL THANKS TO: The Dave–muller for his sterling work–master on the mag–meister, Neil for forgetting The Daz–muller and leaving him stranded at work despite offering him a lift, Fiona for whipping off Wild Willy's G-string and smearing him with baby oil at her mate's hen night, Fiona again for managing to regain her composure enough to set the whole magazine on her own with her mouse hand tied behind her back, Lucky Jim for always getting the clean end of the stick, Rog for making yet another cameo appearance, Granada for finally showing a Clarets game live and our wonderful Government for the really fair, totally unbiased Criminal Justice Bill.

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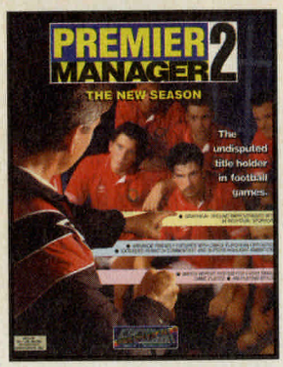
Word of the month: –muller

News p12

Newshounds that we are we never have to speculate about anything. If there's a story to be had we'll dig it out and give it to you straight. Unless of course Paul does it, in which case anything goes



Premier Manager mutates once more. Find out how in the award winning news

Subscribe p92

Only really, really clever people subscribe to Amiga Action. Thick people never bother and miss out on all the great offers

Super Leagues p98

Has there ever been a more informative, fact packed six pages than our adorable Leagues in any magazine? Probably, but we can't think of one at the moment

Public Domain p56

Steve takes over the reigns from soon to be subster Neil this month. What this means to you is that for once, the PD pages may actually be worth reading. At the very least they should make sense

Here's a PD game from the PD section inside. Not sure which one it is exactly, but, well...

Reader Reviews p46

Our superb work experience prodigy tries his hand at crafting a masterpiece. See if you can spot his influence as he masterfully types in your efforts. What a guy!

Talk Back p95

Heaven only knows who Paul's going to offend this month with his Victorian views on life. Read on as we brace ourselves for another flood of irate phone calls

Swap Shop p104

Join Swap Shop as he embarks on a World Tour. Rumour has it that the BBC are vying for the rights to the screen version, along with some major Hollywood studios

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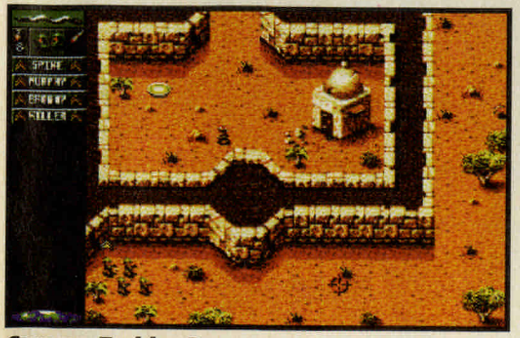
Ascon UK play a blinder. The opposition are pig sick Ron

Kid Chaos
Ocean release what could be the best platformer around

Corkers Compilation
Value for money is the key with this excellent package

PGA European Tour
Get out your tartan flannels and prepare to tee off



Cannon Fodder 2
The follow up to one of the most successful games ever

Features

Public Domain Feature p52
Neil Jackson dips his hand into the murky pool of the Public Domain and pulls out some of the bigger fish

Secret Diary p15
Summer. A time of sun, sand and work experience. Read an insider's viewpoint on the phenomenon

Pinball Illusions p58
Part 2 of our exclusive feature answers more pertinent questions. Like who is Olof sleeping with this month?

Game Guides

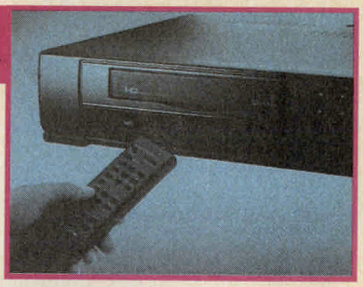
UFO p76
More hints and tips for MicroProse's alien invasion

Heimdall 2 p78
Simon Clays concludes his solution to Core's epic

Valhalla p80
Level 3 causing problems? Neil Jackson lends a hand

Theme Park p84
No sooner has it come out than we solve it

Competitions



Win a video p38
To tie in with Empire's 18 certificate release, Dreamweb, we offer you the chance to win a top of the range video recorder, on which you can watch all those scary horror/filth movies. There's also the chance to get a surround sound TV courtesy of Millennium

Coverdisks p6

Putty Squad
We're proud to present you with an excellent demo of System 3's forthcoming Putty Squad. Take control of a small blue piece of plasticine and charge about the screen without a care in the world

Vital Light
We like a good shoot 'em-up here at Amiga Action and that is exactly what Millennium's Vital Light provides. In a sort of Tetrisy vein you have to shoot the falling blocks before they reach the bottom of the screen

World Tour
We followed up the Winning Post with Tic Tac Toe and now follow that up with another top gambling sim from the excellent Bandit Mania compilation

21 Full Games
We didn't have room to name all the games on the coverdisk label and we don't have room here either. There are just so many of them. What we say is that featured on the disk are what we consider to be some of the best PD games available. If you want to know more you'll just have to turn to page 6. Go on then, away you go...

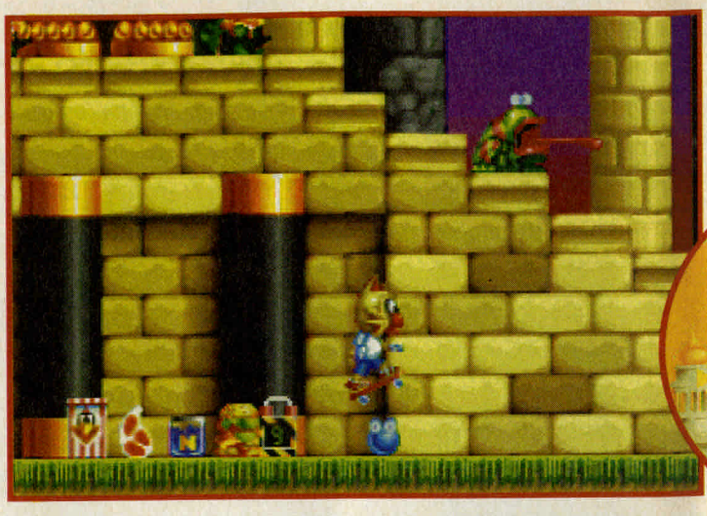
Cover Disks

Oh my word! Amiga Action smashes the world record for playability this month. Spread across our fabulous three disks are 24 different things to play. That includes some of the best commercial game demos around today too. On disk one is probably the largest demo we've ever carried. Courtesy of System 3 is an A1200 demo of the 91% rated Putty Squad featuring eight full levels from the finished product. It'll take an age to complete and it also looks so stunning you can show it off to your smarmy console mates too.

On disk two we give you the chance to win a fabulous TV system courtesy of Millennium and their Vital Light demo. It's Tetris with a difference but if you want to get your hands on some new electronic goodies then read the VL section for further details. Also on the second disk is another fruit machine from the Bandit Mania game. World Tour is included in full for you to sample, so if you like to gamble without any risk at all then this is the financially secure demo for you.

If you thought that all this was enough to keep you going for days you'd probably be right, but if you insert disk three then you'll be faced with a further 21 full games including classic Space Invaders and Asteroids clones. Check the full listing for further details. Just pop it in and use the simple menus to load the game of your choice. These disks will never be beaten for playability so don't pass up this opportunity.

Putty Squad

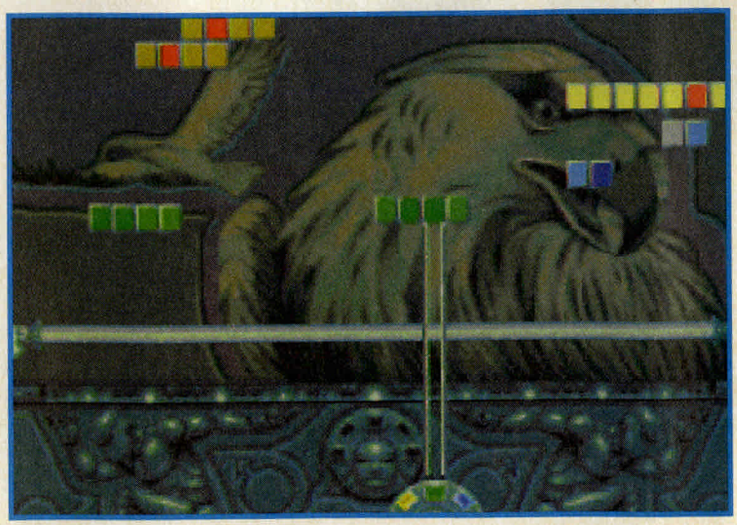


It's dead easy, couldn't be simpler, even an idiot could use it etc, etc. Yep, that's everything that playing the Putty Squad demo is. Follow these simple instructions. First find a sleek Amiga 1200 and wire it up to the wall as your instructions show you. Then insert Amiga Action Disk One into the hole on the side of the machine and turn it on. What will unfold before your eyes will surprise even the most cynical amongst you. Yes, you will soon be able to play Putty Squad.

For further information you can always flick to the review that can be found on page 40 of this very issue.

Controlling Super Putty is also easy. This massive demo contains eight levels (each with a password which we'll print next month) which you have to negotiate. To get off a level you must free the captured red putties that first have to be located. Your Putty thing can do various functions which are operated by pressing and holding fire while moving the joystick in a direction. Have a play around to see what does what, but we'll tell you that to free a putty you have to absorb 'em. You can also pick up springs and so on and carry them to where you need them most. It's fun to play and it's one of the best demos we've had to date.

Vital Light



World Tour

Take disk two (again), treat it roughly, call it names, and slap it venomously into the drive of Satan's Amiga.- or your own if Satan isn't around. Select World Tour by pressing [2] and – whoa! Sorry, forgot to tell you to put the mouse in port 1. So put the mouse in port 1. There.

In front of your very eyes will appear what is becoming a regular feature here on AA, a finely crafted bandit jobby from Mental Image.

World Tour is one third of the whole which is Bandit Mania. You're given 25 credits to begin with, and the idea is to increase said credits by winning. To win, press start, and hope that winning combinations crop up. If they don't, hope that nudges or holds are award– oh why bother! Everyone knows how to play these things; suffice to say that this one's excellent and you're under orders to enjoy it.

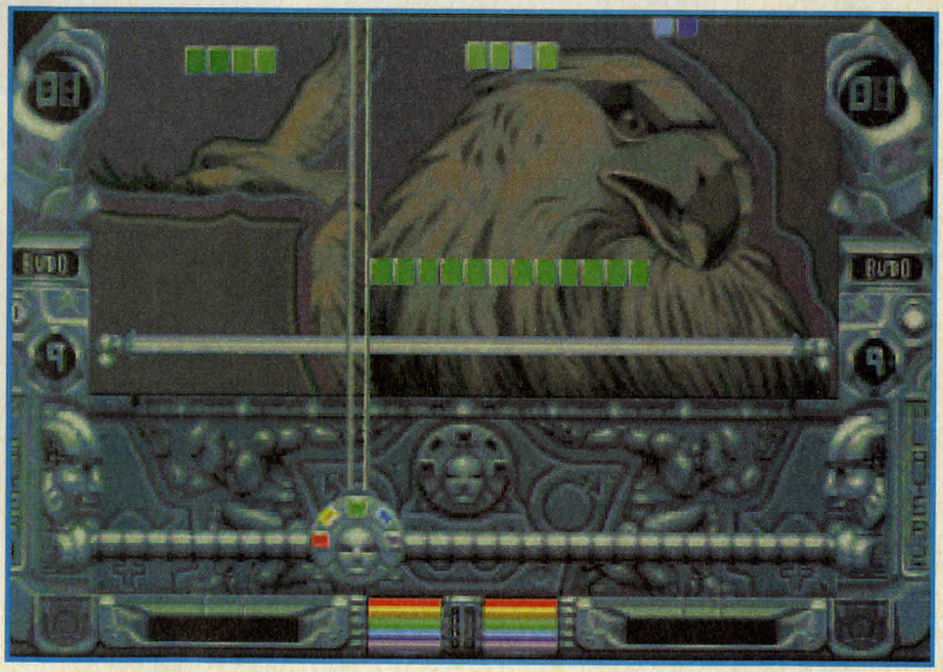
Mental Image are at 16 Mile End Avenue, Hatfield, Doncaster, South Yorks. Their postcode is DN7 6AU, and by sending a cheque or postal order for just £6, you can be furnished with the fully operational two disk, three game Bandit Mania compilation. Believe it.

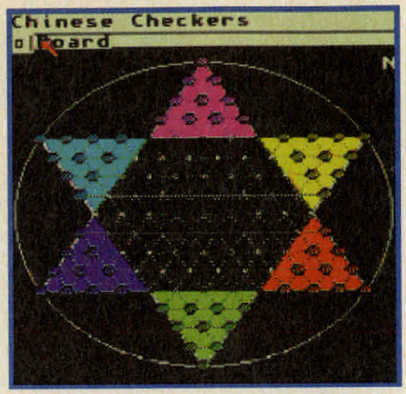
Take disk two. Kiss it passionately on the metal shutter whilst mincing around your Amiga room dressed only in an ancient rug crafted from early acrylics. Cease mincing, dress respectably and place disk two in the drive. Select the VL demo by pressing [1], all the time praising the five gods of the moon of Venus.

Now listen up – the instructions are on the demo but it's worth repeating. You can **WIN A RUDDY GREAT SURROUND SOUND TV WITH THIS DEMO** by going into your local Game store (that's Game, the company, not any old game shop) and recording a ludicrously high score. Anyway, onto the game.

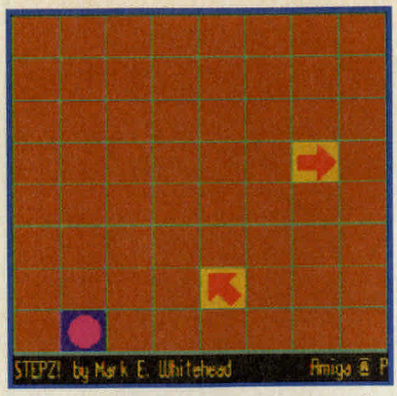
Select Vital Mode: you're at the bottom of the screen in the pod-like thing, and the coloured blocks advancing upon you need to be destroyed before they break down your force field. In order to destroy them, all blocks in a, er, block of blocks, need to be the same colour. The colours are changed by matching your active pod colour to them and firing by pressing up on the joystick. It's easy, but not for long, because they don't half come down fast after a while. Don't worry you'll get used to it...

Remember, practise like buggery and get down to Game for the chance to win that telly!

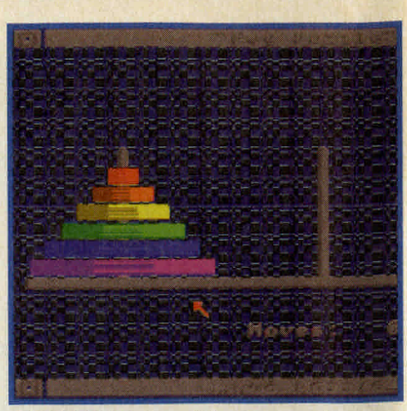




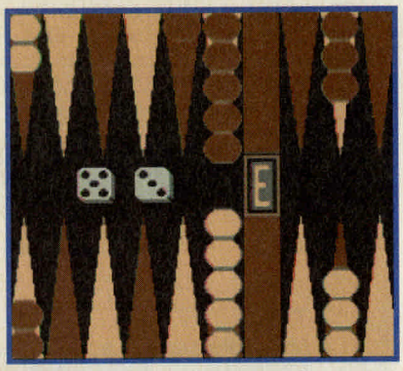
CHECKERS Well it's Chinese Checkers to be honest and it can be found on Menu 1 when the disk boots up. All the games are accessed by using a series of simple menus. Aren't we the kind ones



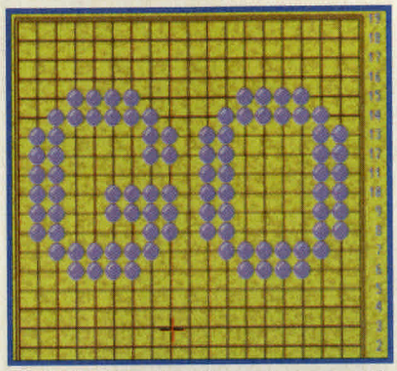
STEPZ This is a simple enough game, the object being to guide your little ball thing to the top of the screen whilst avoiding the clutches of the nasty, dangerous arrow jobbies



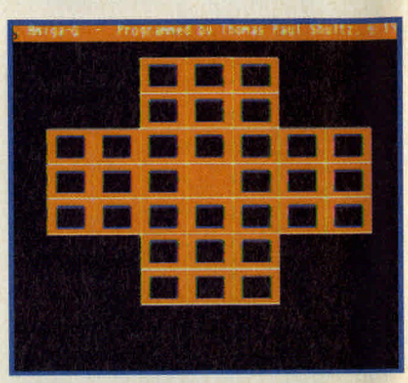
PEG PUZZLER Surprisingly a puzzle game where you must move the pieces of a pyramid from one peg to another. Full instructions are on the disk and it can be found on Menu 1



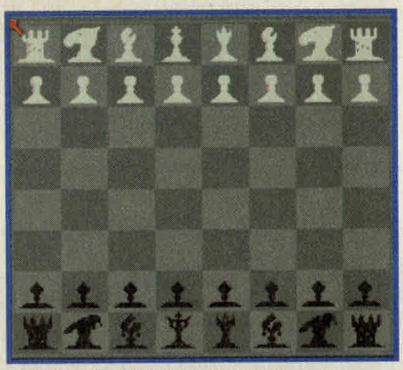
BACKGAMMON It doesn't need explaining really does it. This popular board game brought to life on your trusty old Amiga



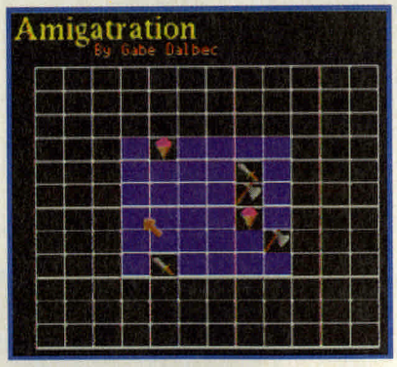
GO MOKU Based on the ancient oriental board game. Many of you will have played Go! before. If you haven't, then say hello to a new experience



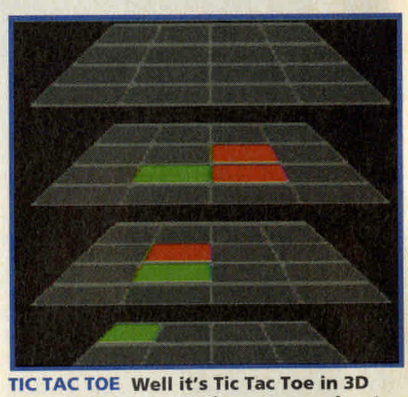
AMIGA Q And now for you enjoyment...well a version of Solitaire actually. Full instructions on-disk (not that you'll need them)



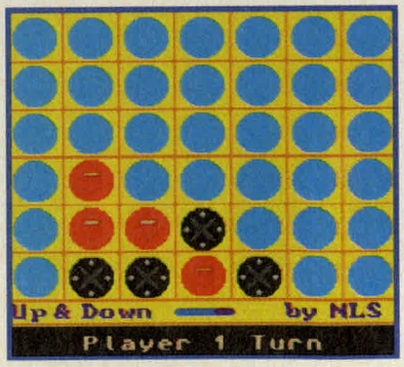
KAMIKAZE CHESS Well it's Chess but with one or two subtle differences. Load up the game (which incidentally can be found on Menu 2) and try to lose all your pieces before your opponent does



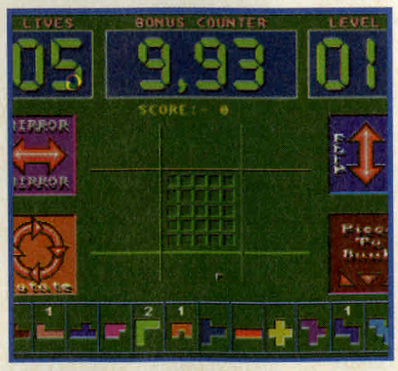
AMIGATRATION Match the shapes and pictures in this turn the tiles game from the other side of the Atlantic. Simple mouse operation after you've loaded it from Menu 2



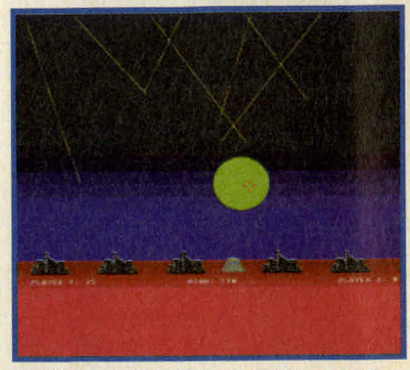
TIC TAC TOE Well it's Tic Tac Toe in 3D format. What else is there to say about it? Well nothing except that the computer will tell you when you win. Go to Menu 2 if that's what you're into



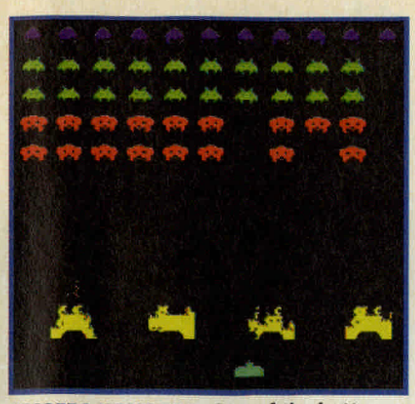
UP AND DOWN Aaaargghhhh! It's Connect 4. Or is it? Load it up from Menu 2 to have a bit of a crack. Mouse controlled and info on the disk



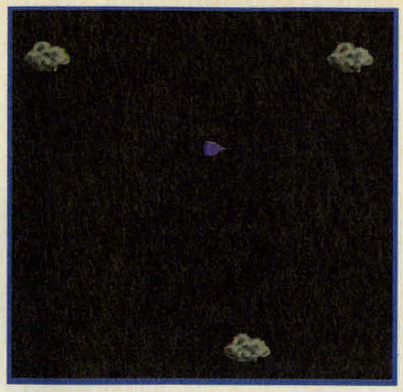
DILEMMA It's a bit tricky to get into. Place the Tetris style pieces onto the board and try and keep the bonus counter up as high as possible



MISSILE COMMAND Prevent the missiles from exploding on your city by shooting them down with your laser defences. It gets difficult later on but it's great fun

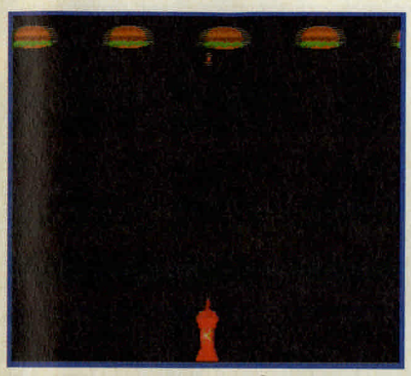


AMOEBA INVADERS One of the better Space Invaders clones out there today. It got some serious play in the office as the memories came flooding back. Menu 3 is the place to be

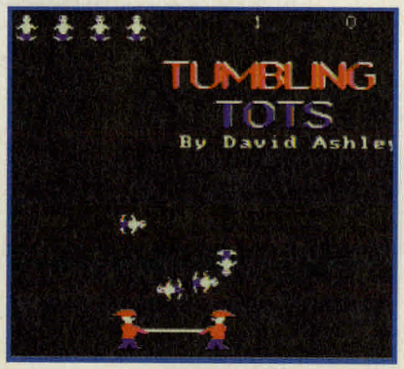


COSMOROIDS Seeing as we're in the classics section it wouldn't be complete without some Asteroids to blow away. So get to it with this version, again on Menu 3

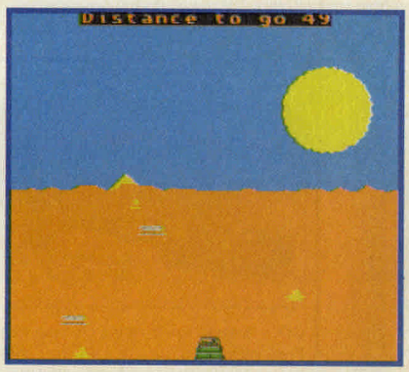
BALLY III You'd never guess what it was from the name, but this version of Qix or Volfied is one of our favourites on the disk. Change sections of the screen to your colour before you get hit



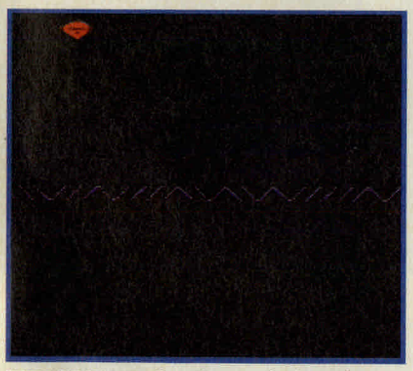
DELUXE HAMBURGER It's shoot 'em-up time for the first game on Menu 4. Shoot the burgers with your ketchup squirty thing. It's hard but it's a laugh



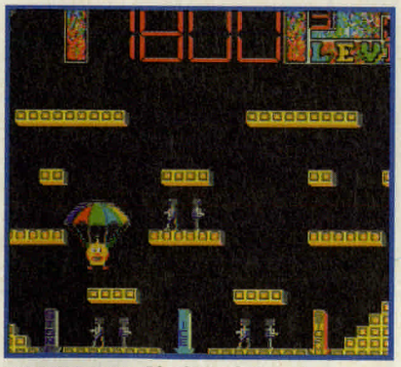
TUMBLING TOTS Save the falling people who are leaping from the burning building. Move the firemen below to catch them as they land



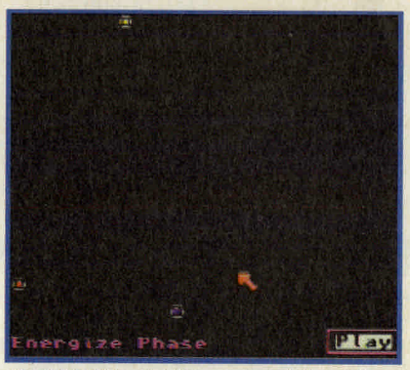
EGYPTIAN RUN Race your car across the hostile Egyptian desert. Avoid everything in your path or your vehicle will spin off and you will be out of the race



MIRROR WARS Another variation of a classic title. Deflect the laser beams (via the mirrors) to hit your opponent. All very good fun we're sure. Anyway, so much to say, so little space



MATCH PATCH Platform fun and excitement with a big yellow blob. How many more game on this disk boss? there can't be many more surely?Just the one more? Okay then



CIRCUIT WAR Get the angles right and the circuit will be completed. Not the most exciting screenshot in the world, but when you're dealing with strategy games you take what you can get

Disk three was brought to you courtesy of Amiga Action and Pathfinder PD. Pathfinder can be contacted at 41 Marion Street, Bingley, West Yorkshire, BD16 4NQ. Tel: 0274 565205.

Duff Disks

Occasionally the disks don't work. Sometimes they explode and raze your house to the ground, but you won't bother about that because the chances are you'll be dead. General failures though are a different matter. Please return the faulty disk (after checking it countless times) to our disk-like mates at: TIB, TIB House, 11 Edwards Street, Bradford, West Yorks. Thank you. And sorry.

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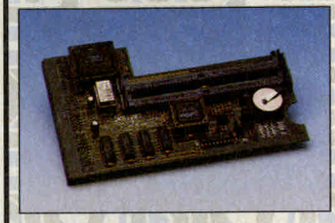

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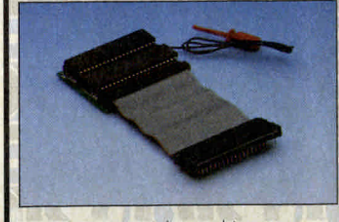

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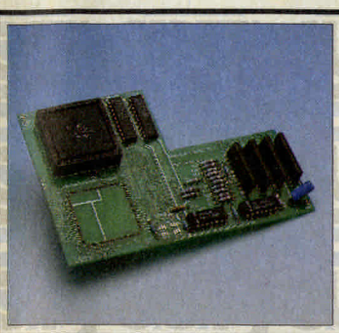

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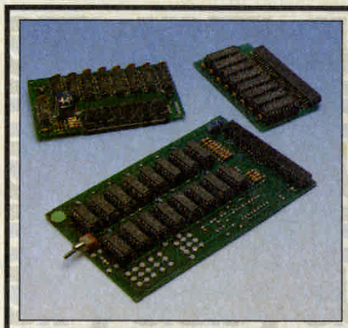

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OH NO! EVEN MORE LEMMINGS, COMMODORE NEWS...

First word

Er, hello. You might remember that last month I was ousted from my might-sound-impressive-but-spend-a-week-in-my-shoes-paying-the-bills-that-I-pay-and-you'll-soon-change-your-tune-mate position of Editor, and replaced by Steve because of my atrocities against the magazine – Namely being a bit crap. Well this month I'm back, refreshed and ready to get stuck into another fabulous issue. Kind of.

The issue is great – I'm not disputing that, but it's just that... well, if it's happened once it can happen again, and I can't help feeling that they've only allowed me back because Neil's begun to get ideas above his station. He's insisting that he's the Production Editor now, and that he won't be doing any writing from next month (that's right mate – Neil). I don't feel in control any more. I'm still a bit shaky and I can't really cope. Steve! Ste-eeve!

PAUL

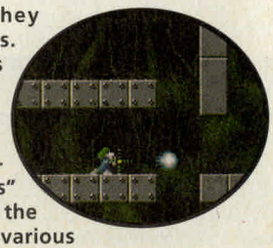
Commodore then... any news?

In short, no!

Here's the Commodore logo again in case you missed the two from last month

Lemmings 3 (and 4, 5 & 6!)

When Psygnosis decide to do something they certainly don't believe in doing it by halves. Lemmings 3 – which *will* be coming out by crikey – is testament, if any were needed, to the fact.



Development is currently underway at the Dundee headquarters of Lemming-loving DMA Designs, and according to Psygnosis PR chap, Glen-from-Psygnosis, they're adopting a "Back to Basics" approach. "Lemmings 2 differed very much from the original because of all the different abilities the various tribes possessed", he said, "but we're concentrating now on three tribes at a time using only their own limited skills."

What this amounts to is that, amazingly, Lemmings 3 will be released as four separate full price standalone games over a period of around 12 months, beginning – probably – before the end of the year.

"Much more emphasis is being put upon the Lemming characters" enthused Glen. "They're twice the size as before, and each tribe will be in full uniform" (like the box artwork for Lems 2).

The game will centre around the Lemmings' search for their respective homelands; items will be available for use along the way, and extra Lemmings can be rescued and drafted. The screenshots here are from the PC, which is to say that DMA have nothing on the Amiga just yet, but will we be there when they do? Oh good heavens yes.

Two other games in development at Psygnosis are Zonked – an allegedly addictive puzzle game with blocks and stuff – and The Misadventures of Flink – a wizard 'em-up of sorts, including spells and all that kind of thing. That's all we have for now, but more will doubtless follow in the weeks, months, years, centuries and eons that are yet to come.

NOT FOR EVERYONE?

Due to the content of parts of their forthcoming adventure game Dreamweb, Empire have made the decision to give it a voluntary 18 certificate. Graphic depictions of murder, and a sex scene which leaves little to the imagination have no doubt prompted them to do this, but the certificate doesn't necessarily mean that minors aren't eligible to buy the product. The certification is only meant as a guideline for parents.

MR. MEDFORD DIES

Terry Scott, the man generally regarded as most responsible for the death of the British sitcom, died at the end of July.

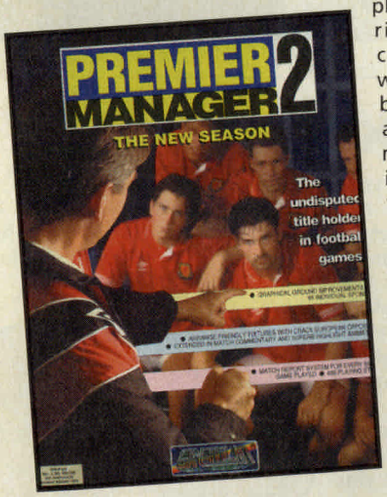
FOOTY, FOOTY, FOOTY AND PSYGNOSIS...

Third Premiership title

No, we're not talking about the impending continued triumphant machine that is Manchester United (ooh, wonder who wrote this piece? – Neil), rather the third game in Gremlin's astonishingly successful Premier Manager series, currently in development and due for release some time before the Yuletide season.

PM 2 was very difficult, but Gremlin don't seem unduly bothered by this. In fact, PRster Steve McKevitt explained with glee that PM 3 would be harder still. The user interface will remain much the same, but the options have undergone major changes in order to allow much more involvement with the players' performances. More rigorous training and complex transfer markets will be soothed somewhat by the introduction of an assistant manager, and a representation of the pitch is displayed throughout the matches themselves.

Look out for a preview soon in which we will no doubt repeat much of what has already been said here...



PM 2 was hard, but PM 3 is set to be harder still. Be prepared to languish!

Psygnosis stuff for you to keep!

COMPETITION

Psygnosis are gearing themselves up for another spate of releases throughout the winter, and to celebrate this joyous time, our soon-to-be Cheshire neighbours (they're moving to a posh area) are clearing out their cupboards in preparation for the move – or something.

We have five copies each of Walker, Bob's Bad Day, Combat Air Patrol, Wiz 'n' Liz, Globdule and Prime Mover to give away to – let's see... 10, 15... er, 30 lucky winners! Yes, the first 30 people who inform us either why Bob was having a bad day, or what Wiz and Liz were trying to catch, will walk away with whichever of the above games we decide to send them.

Assuming 30 people enter of course, otherwise Paul will take them home and sell them through Swap Shop under an assumed name like he usually does... Closing date? Shmosing date.

Snippets

● **Digital Integration** are launching a new budget label – **Power Plus** – devoted solely to the re-release of **MicroProse** titles. Launch date is September, and prices are to be £16.99.

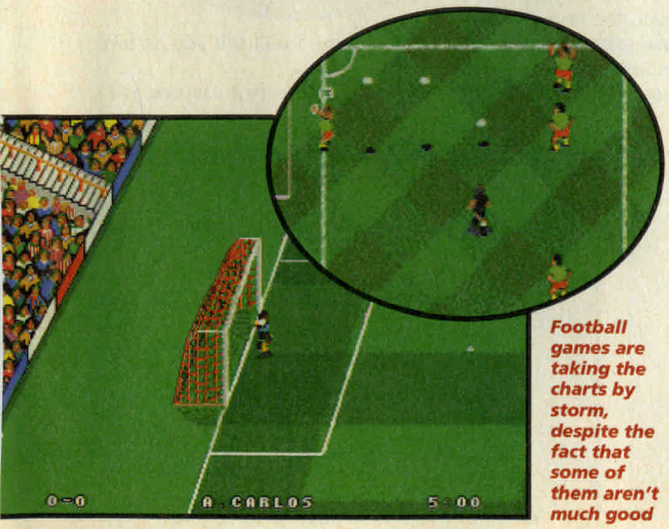
● PD meisters **Magnetic Fields** (not the same Magnetic Fields of Lotus and Kid Chaos fame) have opened up a shop specialising in **CD-Rom** and **CD32** type stuff. The address if you're interested is 60 Eldon Street, Preston, Lancs. Telephone 0772 257776.

● **Live '94**, one of the biggest electronics bashes of the year, will run from Tuesday September 20 to Sunday September 25. The usual **computer and electronic paraphernalia** will be on display for you to drool over, plus games challenges, live music, and guest appearances from stars of TV. More info on 071 782 6391.

● **Dixons** electronics stores have a big new computer which – hang on a minute, this isn't interesting, let's move on...

● Rumours abound that **Team 17** are in the process of getting around to thinking about the possibilities of maybe doing something about getting round to starting thinking about doing **Alien Breed 3**. But nothing is confirmed as of yet.

Football crazy. Still!



Football games are taking the charts by storm, despite the fact that some of them aren't much good

The effects of the World Cup are, it seems, further reaching than a few poxy rule changes that'll see more yellow cards than a poker player with cataracts; and the computer shops are rubbing their hands together as no less than 6 out of the top 7 games in the latest chart are football affairs.

At the time of going to press, only Frontier was maintaining chart credibility for the non-soccer efforts, with International Sensible Soccer and Tactical Manager the cream of the crop.

Well over 50% of Amiga games bought over the last chart period were pigskin-kicking whistle fests, and in total no less than 10 out of the top 20 relate directly to the "Beautiful Game" – and that doesn't include Brutal Sports Football. Or Jurassic Park (eh?).

We don't mind though because we all like our footy here at AA (except Steve who adores the legalised beer belly fights that go by the name of Rugby League matches).

THE VERY LATEST ON THE COMMODORE BUYOUT

It's a fair cop guv...

Two Manchester addresses were recently raided and more than 200 CD-Rom disks and CD-Rom writing equipment seized as part of the ELSPA Crime Unit's joint offensive with officers from the Greater Manchester Police Obscene Publications Department.

The software, which was taken away for examination by both the ELSPA investigators and the police, has an estimated street value of £500,000. The rogue disks are said to contain both pirated commercial software and obscene computerised images which are apparently being analysed by the Manchester Police Officers.

"Illegal duplication of CD-Rom disks is rapidly increasing," said Detective Sergeant John Ashley of the Greater Manchester Police Obscene Publications Department. "The majority contain cracked copyright-protected software. However we are aware that the pornographers are also using this method of distribution for both still and moving obscene images."

Chief Investigator John Loader again appealed to the public for information about illegal software: "We would like to hear particularly from those who come across large quantities of commercial software on CD-Roms, which are easily identifiable by their golden colour."

In issue 60 we reported on the growing threat of organised CD piracy. In recent months the ELSPA crime unit, headed by John Loader, have discovered an alarming upward trend in the trade of Amiga software on compact disk, something which previously had never been considered as a problem.

Anyone with any information should call the ELSPA Crime Hotline on 0386 833810.

Filth amnesty

As a, ahem... public service, Amiga Action is offering you the chance to rid yourselves of any vile filth that may have accidentally come into your possession, without fear of indictment. Cleanse yourselves and help us clean up Amigaville by sending your dirt disks (photos, audio tapes, magazines, anything'll do) in plain wrapping to Paul "Pornbuster" Roundell at the usual AA address. For destruction of course...

Take Hart

Newcomers PUMECO (PUblic MEdia COmpany) are putting together a VHS video featuring a slideshow of computer generated artwork, created by magazine readers who for a small fee can get their masterpieces included on this enterprising video tape.

The video will be called Digital Gallery, will have a running time of over four hours, and is apparently an excellent way to show off your artwork to family, friend and neighbours.

Maybe it's just us, but surely it would be a better idea to invite people round to have a look at your drawing on your own computer. That way you wouldn't have to waste twenty quid on a crackpot idea like this. Still, each to his own I suppose.

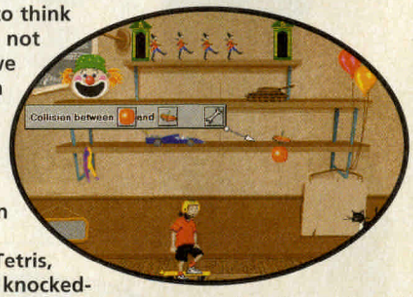
If you're either mad or have an unusually large amount of money to burn you could always ring 0482 500597 for more details.

Alternatively why not ring the men in white coats. They'll be more than happy to hear from you and will probably be round to visit within the hour.

Eee, Mr Wilkes...

Our very own Europress Software have been beavering away on what is apparently the only package available that enables a person with no programming knowledge whatsoever to produce a commercially acceptable game in a fraction of the time it would normally take, namely Klik & Play (plug plug).

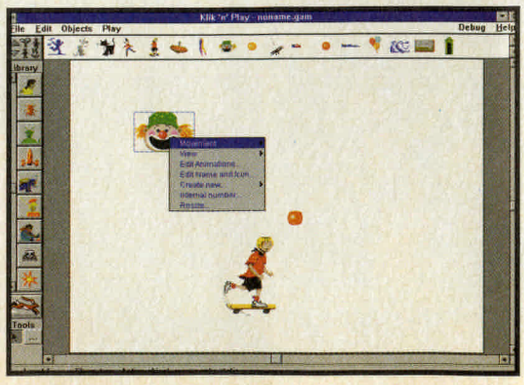
The PC version apparently took the recent CES in Chicago by storm and there is no reason to think that the forthcoming Amiga version will not have the same effect. Yes that's right, we can exclusively reveal that an Amiga version is on the way (probably).



The package is programmed by the creator of Amos (hence the weak, Emmerdale Farm-related headline), the brilliant French programmer François Lionet, who on the plane ride over to Chicago from France started, and completed a version of the all-time classic Tetris, using the program.

During the course of the show the creator of the original Tetris, Alexey Pasitnov called in at the stand and played the recently knocked-up version. "Very clever," he is reported to have said, "a remarkable achievement. I will tell you, it took me a little longer than a plane ride to write the first one."

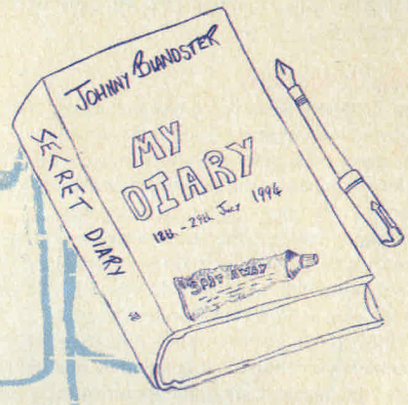
It all sounds pretty impressive to us computer programming illiterates, and you can rest assured we'll bring you more news if and when we get it.



Secret diary

of a work experience kid

With Summer now behind us, employers everywhere can breathe a huge sigh of relief; the work experience crowd are back at school and Amiga Action, among others, is back to normal at last. Though not based on any one individual, this is our very own tribute to that special breed of person



Sunday, 10.50pm

Yes yes yes yes yes! Work at Amiga Action starts tomorrow, and here I am, staying at Auntie Doris', only a few hundred yards away from the actual building. Went for a walk earlier on and looked through the windows. It looks great. Hey, maybe I even saw the desks where everyone sits. Blimey.

Paul sounds really cool on the phone. He must be dead busy all the time because sometimes it has taken him up to three weeks to return my calls. Never mind, he'll have me to help out in just ten hours and ten minutes and we'll take the other mags by storm. Serve them right too for refusing to speak to me.

Wonder why Paul said to start at ten instead of nine?...

Week 1, Monday

Oh God, it's brilliant! I'm a games reviewer. Oh, man, wait till everyone at school hears about this. Think I impressed Paul by turning up at 8.30 instead of 10 - an hour before him! Ha, maybe I'll get his job soon.

Paul didn't spot me when he turned up; he walked straight past looking at the ceiling, and then the floor - ran actually. Must've got a crick in his neck or something. The receptionists are nice - they kept ringing through to the office to say I'd arrived, and one of them bought me a cup of coffee – seven cups actually.

Neil came to meet me just after half past eleven. Then I was actually shown into the Amiga Action office. Computers everywhere! Amazing! Steve brought me my own chair and showed me where to sit. It's a good spot, facing the wall. I think Steve had been told I'd just had a long drive in and was tired, because he was dead sympathetic. Told me to just sit there for an hour or so.

At half past three Paul spoke to me. He asked me how I was doing and I told him I was OK, all casual like. He gave me a game called Shuttle and told me to review it. He said to be careful and take my time because it was a bit complicated in parts.

I'm in bed writing this. Been on the phone to Phil telling him how great everything is. He sounds dead jealous.

Week 1,Tuesday

Read Shuttle manual.

Week 1, Wednesday

Read Shuttle manual and started playing game. Wasn't too sure how to get going at first, but hid the fact by clicking on the intro screen and looking back at the manual whenever anyone looked my way. Didn't have to do this very often. It's a good game. I think. Complicated though. I can see what Paul meant now – good advice that.

Rang Phil again tonight. He was a bit down because he didn't get any work experience and now has to spend all Summer hanging out with his mates round the river or, if it's too hot, the swimming baths. Felt a bit sorry for him at first, but then he started with the jealousy thing again - said that Shuttle wasn't a new game and all the magazines had already reviewed it. I can't believe him; he's supposed to be my best mate.

Week 1, Thursday

Played Shuttle. Got stuck a bit again in the morning and asked Chicken for advice. He looked stumped too and went to ring someone - Virgin, I think. Asked him after lunch what Virgin said but he looked a bit blank. Deadline's coming up and everyone is under loads of pressure. He must have rung them and then forgot. Never mind, sorted it out myself in the end and started writing.

Paul wasn't in today. Asked Steve how many words I should do. He said to try to keep it under 4,000. This is amazing - I'm actually reviewing a game! Aargh! Can't wait to see it in the mag with my name on it.

Writing this in bed again. I've brought "my Amiga" back to Auntie Doris - that's right, they've given me my own computer for the week! It's an Amiga 1500 with a copy of Scribble to write with. I think it's what they all use. I'm going to stay up until I finish the review! Everyone takes their Amigas home I think.

Week 1, Friday

Spoke to Paul again today. Asked him how to do screenshots for my review (3994 words – Steve should be impressed) and he said something about "Kingfisher connect 1200 acquire then save and separate the colours save again and highlight the folder red." Nearly as complicated as playing Shuttle that! Ha! Asked him how many pages it would be in the mag. I think he said four. Did the screenshots in the end. I think.

Asked Steve if five screenshots would be enough. He looked at Neil and laughed. Neil laughed too. I'd obviously done too many! I started laughing too and pretty soon everyone was laughing. It was great. I've finished my first review, done my first week's work, and really feel like part of the team now. Working with people like this has done wonders for my self confidence, and first thing Monday morning

Secret diary

I'm going to tell them that my name's Graham, not Mike.

Week 2, Sunday, 7.35pm

Writing this in the Europress grounds! Dad and Mum brought me back to Auntie Doris' today and we've come for a picnic tea. Dad and I walked around the building earlier but the blinds on the AA side were closed. Pointed out where I sat from the other side, and Dad said that from this distance it looked as if I was facing the wall. I told him I did. He gave me a funny look...

Week 2, Monday

I'm shattered! Been doing research today. Neil showed me the games cupboards (amazing – hundreds of games!) and said to make a list of which companies did which games. Also to check in the boxes, and if the disks were missing to measure the boxes before throwing them away. Something to do with packaging sizes through the years I think. Wonder if I'll go in the mag as Staff Writer or Researcher?

Finished that just after lunch. Everyone plays football at lunchtime but I think they realised I was a bit knacked, so didn't ask me. Mind you, they didn't ask me last week either. Must've forgotten.

Today was deadline day so I handed in my list of games in to Chicken and asked him what he needed me to do. He's really sound Chicken. He knew that I'd worked hard all morning and told me to take it easy and play a game. I said OK and asked where all the really good games were kept. Steve said the Super Action cupboard.

Paul said he'd find me a game. Played CJ in the USA till five o'clock and then offered to stay late to help out. Paul said it was OK, I'd done enough, and to go home. I said I didn't mind but he insisted. I think he was well impressed, especially when I saved the day by finding my list of games which had fallen into Chicken's bin.

Someone banged on the window as I walked past, but there was no-one there when I turned round...

Rang Phil, but his Mum said he wasn't in.

8.15pm

Brilliant! I've just had a phone call from Paul. He rang me at home! Well, Auntie Doris'. Ha. He said not to come in until lunchtime tomorrow because everyone was having a half day off. Typical, I get a half day's holiday during my holiday! Ha.

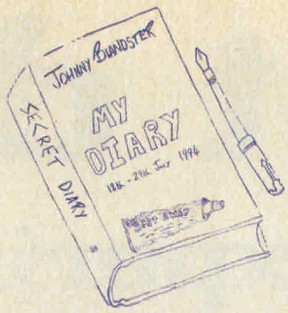
He said he was still at work, but he can't fool me. I think he was having a drink in the pub because there was a lot of laughing in the background.

Everyone still calls me Mike...

Week 2, Tuesday

Realised after Paul had rung last night that I didn't know what a half day was. Did it mean go in at two, one, twelve or what? Went in at eleven to be on the safe side. Everyone was already there.

Steve had a job ready for me as soon as I went in – said I had enough experience now that I'd been there over a week. Ha – I'm an old hand now! Even Steve thinks so. Typed in Swap Shop.



'Working with people like this has done wonders for my self confidence, and first thing Monday morning I'm going to tell them that my name's Graham, not Mike...'

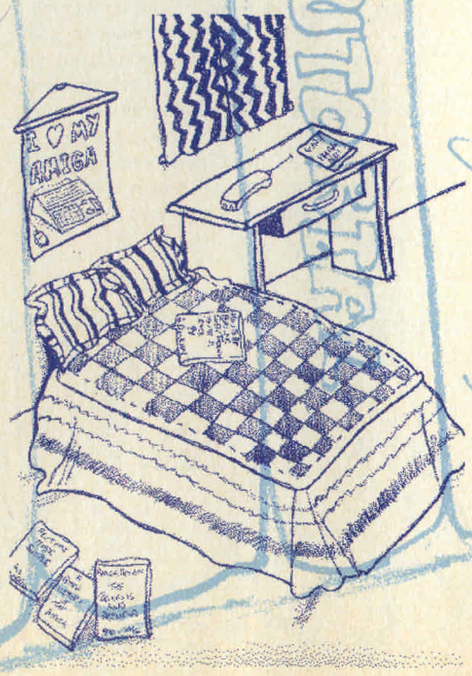
Week 2, Wednesday

Asked Steve how many words Swap Shop needed. He said carry on until the box was empty. Paul and Neil went out for lunch with someone from a software company and Steve went into Macclesfield. I put my feet on Paul's desk at lunchtime when the office was empty!

Afternoon was great too; Steve found me another job to do – typing in the Reader Reviews. I did screenshots for most of them and Steve showed me how to get some more from the library. Screenshot library that is. Ha! I still needed a couple more so asked Steve. He said they were on DAT (Digital Audio Tape, that means - it's brilliant what you learn). I asked him what that meant and he said to just leave it to him. Steve's really helpful, but I don't think he likes the warm weather, because his face was all red when he walked away to get the grabs.

Asked Paul when I could do another review. He said tomorrow.

Phil's phone must be on the blink. Rang him up three times, but every time I said hello the line went dead. Never mind, it's review time again tomorrow!



Week 2, Thursday

Paul wasn't in today. Asked Chicken about the review I was doing but he didn't know anything about it. Typed in letters for Talk Back.

Writing this in bed again. Last day tomorrow, and I feel a bit nervous because I have a feeling that they've got something planned. Hope they don't stand me up in front of everyone and make a big fuss. Actually, it'd be great. Embarrassing though... have to wait and see I suppose.

Don't think I'll sleep tonight.

Week 2, Friday

Asked Paul again today about the review. Asked if I could maybe help design it as well. He said that the game he had in mind for me hadn't arrived. and that I could do it on Monday. Clever that, making me think he didn't know it was my last day. I didn't let on.

Did a smart errand just before lunch. Went to the scan room to bring back all the photos and things which had been used in the last mag. Had to laugh at someone I met. It was a lad who was doing work experience at one of the other magazines. He said that it was really boring, and that they only gave him the really crappy jobs to do. He had a week left to do, so I helped him by pointing out it was a case of getting to know the people he worked with. I told him how good Amiga Action was and he was green with envy.

Helped Neil with his screenshots in the afternoon by pausing the game he was reviewing at certain stages. Something went wrong with the equipment and he told me that I could go upstairs and ask someone called Nic to sort it out if I wanted. Rang down to tell Neil that Nic wasn't around and he said to wait for him. Something in his voice told me that things weren't quite right. Probably arranging my present or something.

Nic turned up just after five o'clock and said he would fix the fault on Monday. Went downstairs a bit nervously, not knowing what to expect.

Everyone had gone home...

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Charts

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5	3	**KICK OFF 3**	*ANCO*	£25.99	SPORTS SIM
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A1200

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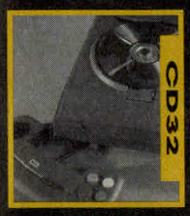
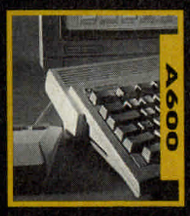
★ = *RE-ENTRY* ✪ = *NEW ENTRY*

Action reviews

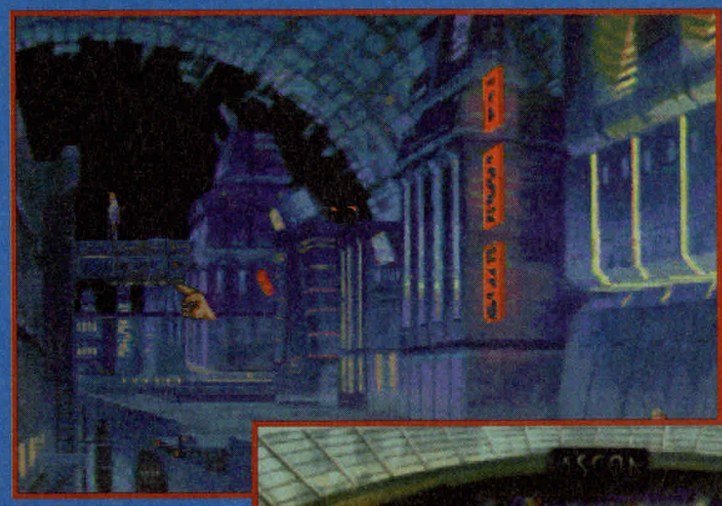
"Mummy, mummy, I want that game!" "Amiga Action says it's crap son, and they're the bottom line. Hard luck."



Every game in Amiga Action is given the mark we feel it deserves. Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for is shown on every revue, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).



We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense? No, thought not.



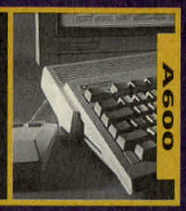
Universe p20
Paul Roundell gets lost in time, but unfortunately finds his way back...

On the Ball p36
World Cup fever isn't dead! Steve McNally tells you why...

Ishar 3 p28
Paul McNally loses his head. Several times, in fact...

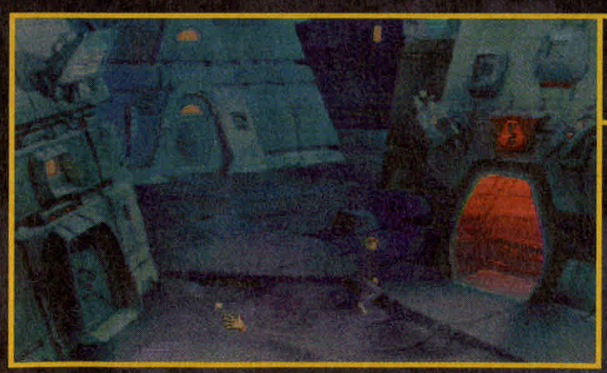
Special guest stars...

"World Cup" USA p24
Ruff 'n' Tumble p26
Starlord p31
Kid Chaos p33
Putty Squad p40
Gooch Test Match p35
Out To Lunch CD32 p43
Banshee CD32 p42
Quik CD32 p42
Superfrog CD32 p43

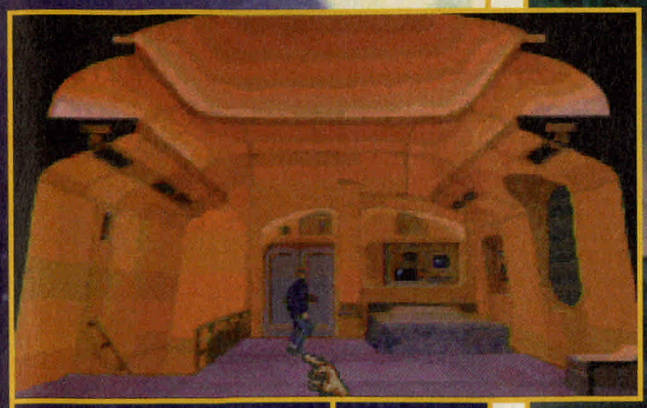


Universe

It's always the same isn't it – some daft get flicks a switch on an ominous-looking machine and upsets his whole space-time continuum... will games heroes never learn?

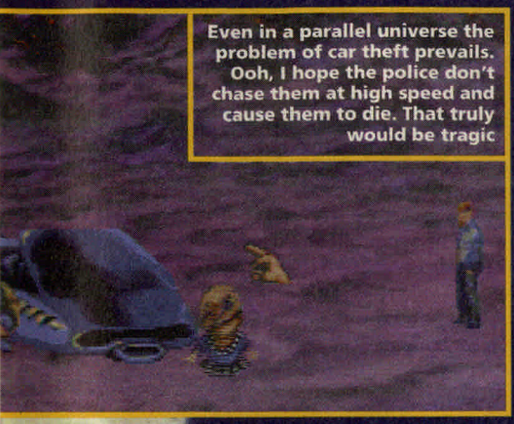


Laser-guarded doorways; not in the least bit dangerous. Oh no



Now what might we find in the wardrobe? A slinky little see-through number perhaps?

Hey, this is like Neil's car – it's pretty useless with no steering wheel inside



Even in a parallel universe the problem of car theft prevails. Ooh, I hope the police don't chase them at high speed and cause them to die. That truly would be tragic

No offence to Derbyshire, but it doesn't exactly spawn a lot of superheroes, does it? Can you think of a single person of note who hails from that particular county? Thought not– What? Tony Blair? Oh come on...

Boris Verne comes from there – Ashby-de-la-Zouche to be precise [that's in Leicestershire isn't it? – Dave]. But even though he stars as the main character in Core Design's follow-up to the excellent Curse of Enchantia, you'd be hard pressed to define him as any kind of hero, because he's stupid.

It's true – he's stupid in a way that only computer game stars can be; stupid to the extent that, when confronted with a dangerous looking... something, resplendent with a bank of switches, all of which virtually cry out "Don't touch me whatever you do!", he's forced to flick them asunder as if his life depended upon it.

Stupid – and he isn't the only one either. Look at that bloke from Morph, Monty Orph, or whatever he was called, he was the same. They're all at it, these sprites, and I've got no sympathy for any of them. Except Colin Curly from One Step Beyond – all he did was turn on his Amiga, so it wasn't really his fault was it?

Boris' story is much the same as the rest, except that he insists on calling his mother Mom, which is rather odd for a Derbyshire lad [oh I resign – Dave]. He's got an uncle who is some sort of brilliant mad professor. He explores his unc's lab, comes across a great pod-like thing (a Virtual Dimension inducer pod, no less), steps in and presses buttons willy nilly and – well, the game begins...

Asteroid leaping: a novel idea or really quite annoying?

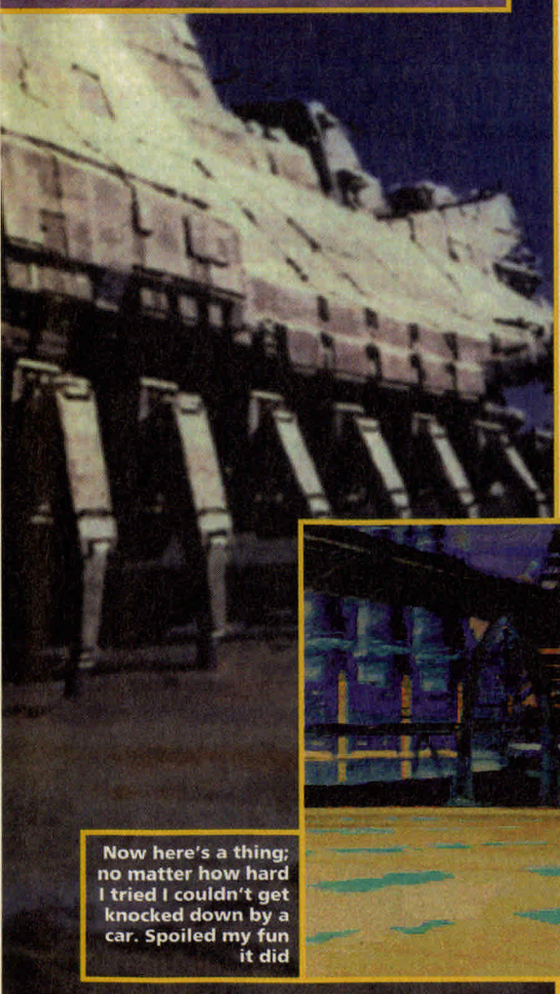
...with Boris tumbling from space onto a barren asteroid, armed with nothing but his sensible jumper and a pair of cheap trousers. Unlike the incredibly quiet Curse of Enchantia, Universe relies on the more common method of speech bubble point-and-click and, unless you read the manual for ages before you start, you won't have a clue what to do.

Paralela Universe – geddit?

What's happened is that you (Boris) have, how can I put it, slipped through some portal on a cosmic string created by your uncle into a parallel... what's the word? what's the word?... Universe! – that's right. And you obviously have to get back. And it isn't easy of course.

You are in fact in the aptly named universe of Paralela, a sprawling cluster of planets, galaxies and man made worlds, all of which you'll have to explore, not only to find a way back home, but to complete some unsaid task (I could spoil it for you, but I won't – I'm nice like that) which is the secondary mission of the game.

Now this is a graphic adventure, and as such it's quite important that the graphics looks nice. After all, where's the fun in guiding a stick man around a background that resembles Fleetwood on a rainy winter day? Universe does look nice,



Now here's a thing; no matter how hard I tried I couldn't get knocked down by a car. Spoiled my fun it did

Universe (cont)

The onboard computer. And a fine computer it is. Yes

very nice, exceptionally nice in terms of backgrounds at least, due to the newly perfected SPAC graphics mode.

S.P.A.C. stands for something very impressive indeed which slips my mind for the moment, but what it amounts to is that even the standard A500/A600 version of the game sits resplendent in 256 glorious colours.

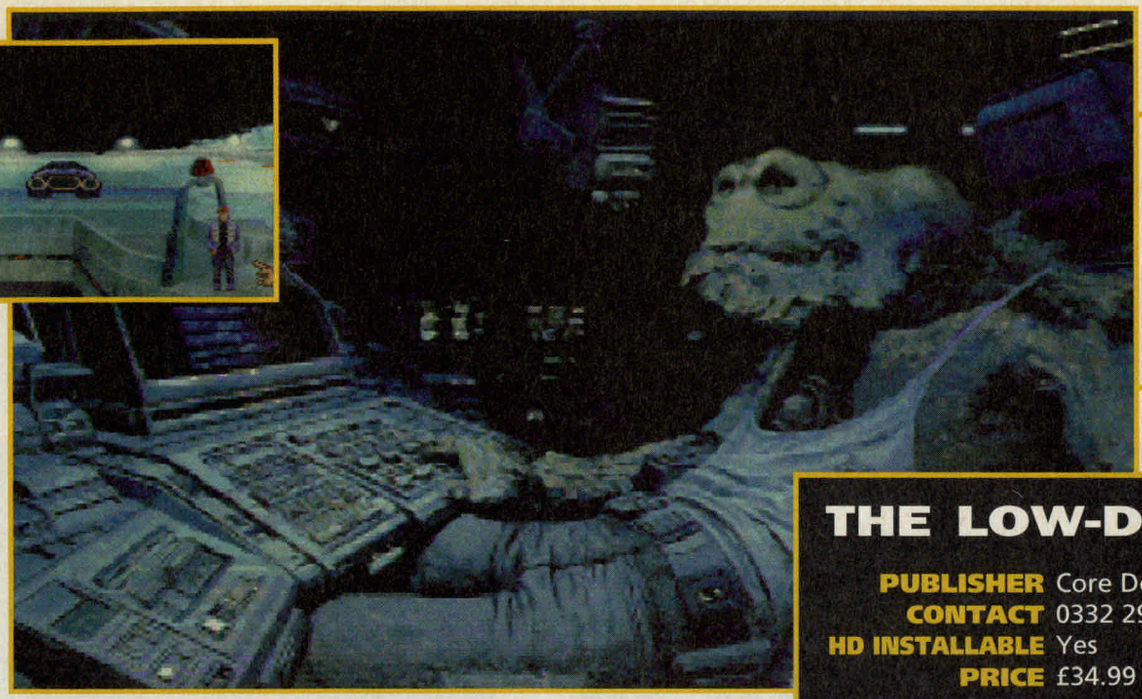
As Boris knows very little about what has happened to him or where he is, the game initially involves a considerable amount of walking around and using what limited computer-aided skills you have to pick things up, use them, insert them, and so on. Usually in games of this kind the first few screens are little more than walk-throughs, giving you the chance to familiarise yourself with the controls, and although the intention was probably to provide something of that nature here, it doesn't quite work out that way.

It's too easy to become hopelessly lost or even to get killed very early on –

Excuse me, but are there any normal looking people around here. I'm a bit scared

Have a drink of this mate – go on, it's not spiked or anything, oh no, definitely not. At all

Oh Baby, Baby it's a Wheel World, hard to get by just upon a smile girl. That sounds like a song. Or not as the case may be



Check out this guy called Snorglat, the best looking beast in space. Bring back Han Solo is what I say. Oh yes

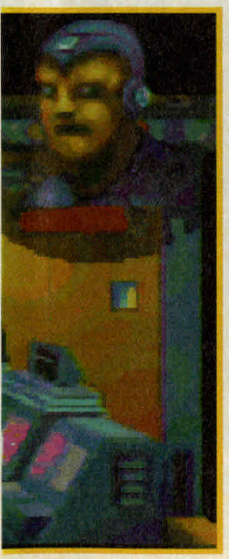
before the game really gets going – and this is a pain. It's amazingly annoying to get about five screens into the game and find yourself a goner because of something you should have done on the first couple of screens. Also annoying at the beginning is the fact that you are forced to travel through the first couple of screens about three times; it's annoying because you want to see more of the game.

Hey good looking

Fortunately, when you do see more of the game, forgiveness for earlier indiscretions comes quickly, because it's good. The backgrounds are rich in colour, and the music – I know it's a cliché – is very atmospheric indeed.

I don't think it's giving too much away to say that early on you will come into possession of a car – well, future vehicle. This vehicle is an integral part of the game since it allows you to shuttle between the planets that make up Paralela. This provides a different perspective and you must set courses to the various sectors before arriving, landing and exploring. There's even a throwback to the good old arcade days of manual docking.

Every time you meet with success in any task there is a genuine feeling of wanting to see more of these excellent graphics. Most of the puzzles are reasonably logical and the rest aren't of the ridiculously tenuous hair-pulling nature which make you want to hurl the Amiga across the room.



Interaction is of the standard icon-driven nature seen in most adventures over the last few years, and it is here that the game is let down slightly.

Beneath a Steel Sky has become the new benchmark to which games of this kind are compared and, together with Revolution, it showed us just how simple an interface can be. Copying the ideas of others is something I wouldn't advocate – we need as much originality as possible after all – but perhaps lessons should have been learned from Steel Sky.

While that adventure has you running the pointer over things to find out what they are and gleaning information as to what you can do with them, here we have to implement several clicks of the mouse. It's a bit clumsy, but not really that big a deal.

Big bad Boris, out on the town, checking out the chicks with a stare and a frown

As you progress further into the game, a story begins to unfold and you begin to realise where you might be heading. We don't get anywhere near enough adventures on the Amiga, so every offering is welcomed with open arms.

Tradition

Universe is an adventure in the traditional mould; the graphics are excellent and the story is good but unfortunately in places the control is infuriatingly repetetive and fiddly. Basically, it's a good, solid adventure game, not without its limitations, which should appeal to most fans... A

Oi, up here! Has anyone got a ladder, as I appear to have buggered the lift?

THE LOW-DOWN

PUBLISHER Core Design
CONTACT 0332 297797
HD INSTALLABLE Yes
PRICE £34.99

GRAPHICS	90%
SOUND	85%
PLAYABILITY	72%
DIFFICULTY	Tricky

I was frustrated by Universe in a matter of minutes and I began to get worried. I've heard complaints about the obscurity of Innocent Until Caught and I suspect this may be much the same. It isn't though, and once you have come to terms with and accepted the control, and have some idea about how to progress, Universe will provide you with many hours of entertainment. LucasArts won't feel threatened, but they've allegedly abandoned our machine while Core continue to test it. Every game should be judged on its own merits anyway, and Universe has enough of those to go round.

REVIEWED BY PAUL

SECOND OPINION

This has been touted as the next big adventure but proves a disappointment . The so-called intuitive control method isn't, the plot is rather clichéd and the opportunity for free exploration is limited. It looks great but hardly demands that you stick with it.

OPINION BY DAVE

DIFFERENCES

Well, not so much differences perhaps, as lack thereof. The Core Design development team should give themselves a hearty pat on the back for their work with the graphics. It's great to see people squeezing every last ounce of capacity from the A500 – and surely it's worth it when the results are as spectacular as this.

OVERALL SCORE

79%

World Cup USA '94

Is it nearly over? Please let it be nearly over... gibber... sob, sob... break down

The ball heads goalwards as the Brazilians attack the Russian net in this World Cup opening fixture

Altering a team's tactics before a game can make the difference between losing your group and going through

Sooner or later we're going to get a shock here. The footy games will stop coming in and we'll be forced to find new stuff to fill these pages. Even with the whole World Cup over and done with the games keep on rolling in. Latest to land is the official World Cup title. US Gold clammered for the licence, they got it and subsequently didn't get round to releasing the Amiga version until the tail end of the tournament.

We all know the arguments over football games. Every time you say you can't compare a new one with Sensible Soccer but you know that in the end you will have to. While the standard of the new games coming in has been pretty poor, there have been one or two better attempts. But none has reached that magic playability level that made Sensi what it is. Don't get your hopes up because even the mighty US Gold haven't quite managed it.

The official World Cup games from '86 and '90 were both pretty dire. '94's offering is much better than any we've seen before and naturally has the added attraction of carrying all the official logos and badges that others like Sierra Soccer and Kick Off 3 simply couldn't attach to their products.

Tired legs are substituted in the hope that a new guy will push up for an equaliser

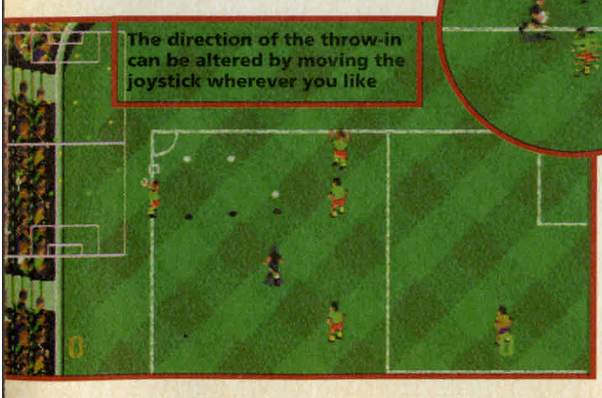
The whole thing is absolutely covered in a puppy dog called Striker that was supposed to be the mascot but in reality hardly appeared anywhere. Every option you select involves that dog; click on the dog holding a clipboard and it takes you to your team selection. This actually makes things more confusing than they need to be while you work out which pictures do what.

Could be worse

Football-wise (when you do actually get to the game) it isn't as bad as some. There's still plenty of room for improvement but for the most part the game looks like its console counterpart. The "glue factor" of the ball can be altered so that you can either play it like Kick Off 2 with the ball pinging everywhere, or like the classic oldie MicroProse Soccer where the ball is nailed to your boots.

There are some good touches, the most impressive being that it allows you to install everything to your hard drive, should you be lucky enough to have one. This speeds things up dramatically as loading times can be quite annoying on occasion.

World Cup USA '94 could have been a lot worse. As it happens it's a creditable effort with good use of the licence. How much that's worth now the tournament is over and done with I'm not sure... and you will be going back to Sensible Soccer I'm afraid. **A**



The direction of the throw-in can be altered by moving the joystick wherever you like

THE LOW-DOWN

PUBLISHER US Gold
CONTACT 021 625 3366
HD INSTALLABLE Yes
PRICE £27.99

GRAPHICS	70%
SOUND	61%
PLAYABILITY	74%
DIFFICULTY	Variable

Licences make notoriously bad games but a lot of effort has gone into this to make it as similar to the console versions as possible. The playability perhaps needs a bit of tweaking but on the whole the game handles well. I don't like the menu systems as they're confusing, especially if you don't read the manual, which I didn't at first. It's tricky to make out what's what but that's the only real gripe. It's a fair way short of Sensible standard but then what isn't these days?

REVIEWED BY CHICKEN

SECOND OPINION

On the SNES, inferior gamesplaying machine that it is, we had US Gold footy leagues going in the office – confirming that the gameplay had considerable longevity – and the huge range of options meant you could play a completely different game each time. The Amiga conversion is a poor cousin. It looks and plays so differently that it is only recognisable because of the puppy dog mascot. Shame really.

OPINION BY DAVE THE RAVE

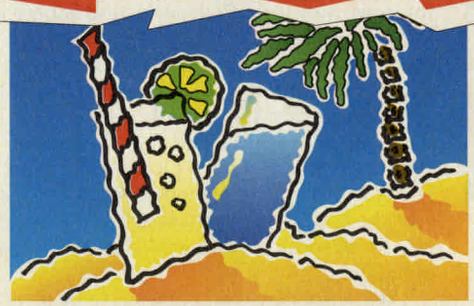
OVERALL SCORE

74%

WHAT KIXX CAN YOU GET FOR UNDER A FIVER?

A BIG RED FERRARI

NO!



A CARIBBEAN HOLIDAY

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A GIBSON GUITAR

NO!

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Ruff 'n' Tum

We've had some amazingly good platform games in this month, and as far as Paul McNally is concerned, Renegade's latest offering, Ruff 'n' Tumble, is in no way an exception

He might be young and small, but is he stupid enough to jump under that dirty great spike?

To plonk Ruff 'n' Tumble straight into the platform bracket isn't strictly fair. You might expect a healthy dose of bouncing on bad guys heads and collecting coins, but there are have been a few twists thrown in for good measure. Coin collecting is here in abundance but as for bouncing? Well it's much more fun to waste your adversaries with a quick burst of machine gun fire or a few rockets don't you think?

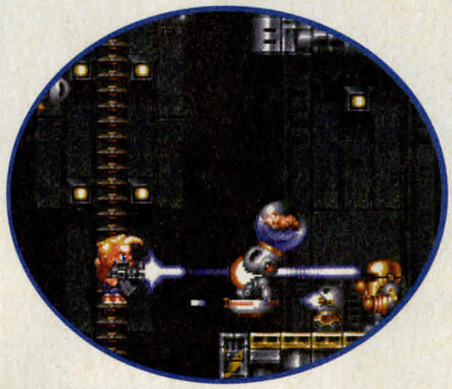
Main sprite? He's blond and a kid, but he's far cuter than the one used in Ocean's Kid Chaos. This is another factor in the way Renegade have used the appeal of a platform game to almost manage to sneak a shoot 'em-up past us without us realising.

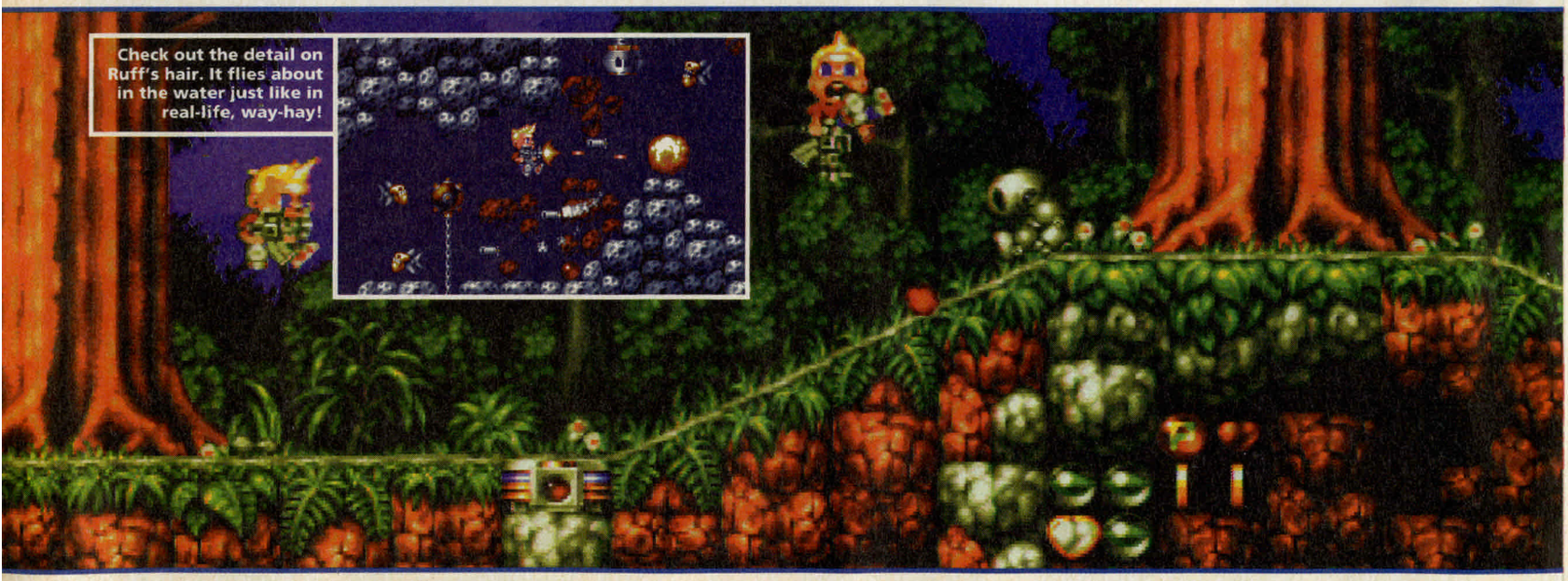
Yes, absolutely everything has to be blasted out of existence as Ruff Rodgers (our hero) leaps around from platform to platform collecting power-ups and picking up marbles. The marbles are the key part of both storyline and plot.

The blurb goes something along the lines that Ruff has lost his marbles (snigger eh?) and he has to go and find 'em again or the whole world will blow up or something like that, it's not important really. So you, playing the redoubtable Ruff must set out on each level and pick up marbles until you are blue in the face.

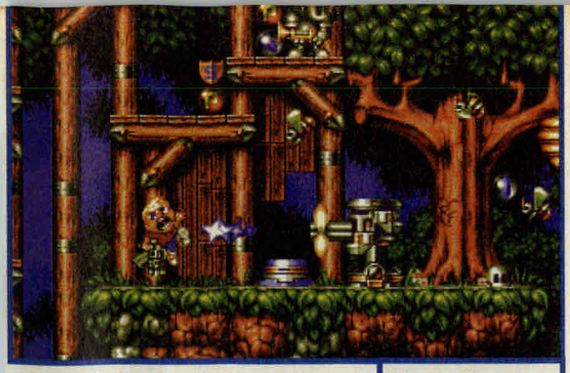
At the start of each stage a series of icons at the top of the screen will reveal how many of the little glass blighters must be found. Only when these targets have been achieved will the exit to the next stage magically open. To start off with these numbers are very low, but as the game progresses there are a great many to be picked up, some of which you'll find behind locked doors, thus providing an interesting "find the key" scenario type thing.

World-wise the game has four levels split up into a further selection of stages. There are about 16 in total, which might not seem that many as you whizz through the first three without any





Check out the detail on Ruff's hair. It flies about in the water just like in real-life, way-hay!



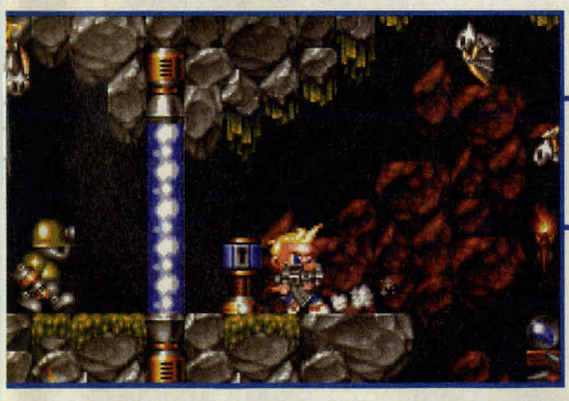
The coiffured Ruff takes a nasty hit from the bizarre robot gun thang

problems at all. After this however, the buggers get absolutely huge and are extremely tricky to negotiate.

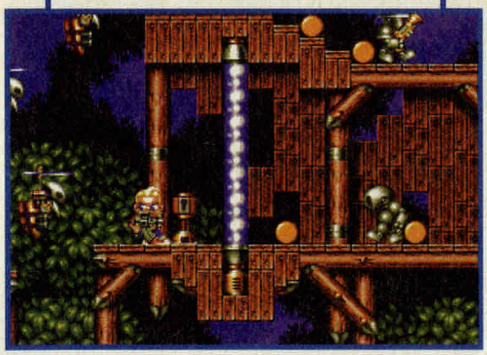
No game is complete without a good dose of bad guys to send back to where they came from, and Ruff 'n' Tumble is no exception. For the most part these take the form of little tin "Tommies" (like the first world war soldiers except, er, well tin). Dispatching these blokes to a better place can be easier said than done, as quite a few hits are required to kill them. The Tommies tend to walk relentlessly towards you making them easy target practice, but if they get too close then you're in trouble mate!

Other baddies are armed and extremely

ble



Damn! I've forgotten the blue key and now I'm going to be horrendously butchered by those bat-like things



You can tell by the expression on his face that Ruff would rather be elsewhere. The coward

dangerous, and thought must be taken before wading into a bunch headlong. However, there's a lot to be said for this sort of reckless action, as the game rewards adventurous play by chucking out power-ups at opportune moments. If for example you kill four enemies in quick succession, you'll get energy hearts and lives thrown out of the dead guys instead of coins. So, it is definitely worth wading in if things are beginning to look a bit bleak.

Coining it in

Aside from collecting this sort of stuff there are a veritable plethora of coins to pick up. Get a hundred and you will be awarded an extra life which you will probably need.

Apart from a few other unusual features you should now have the basic gist of what Ruff 'n' Tumble is all about. You can see for yourself that the graphics are of the highest quality and believe me, the sound (it's a bit like the Chaos Engine) is also up to the task.

I've seen so many good platformers of late and I still can't make my mind up between this and the less frantic Putty Squad. It's apparently taken a mammoth two years to produce instead of the intended eight months, but I think that platform loving Amiga owners will find that Ruff 'n' Tumble has been well worth the wait in the end. Buy it and do yourself a favour. **A**

THE LOW-DOWN

PUBLISHER Renegade
CONTACT 071 481 9214
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	87%
SOUND	82%
PLAYABILITY	89%
DIFFICULTY	Tricky

I'm sitting on the fence I'm afraid. Both this and Putty Squad score 91% because they are as good as each other in their own respects. Ruff 'n' Tumble is undoubtedly a lot more manic so it all depends what type of challenge you are after. Renegade have kept faith in the game for a couple of years, so they believe in it without a shadow of a doubt. It's definitely worth a long look if you want to spend your September evenings blasting things.

REVIEWED BY CHICKEN

SECOND OPINION

The genuinely good platform game is going through something of a renaissance this month with three truly excellent efforts. The unfortunate thing is that platform fans who don't have upwards of £75 to shell out are going to have to give something a miss.

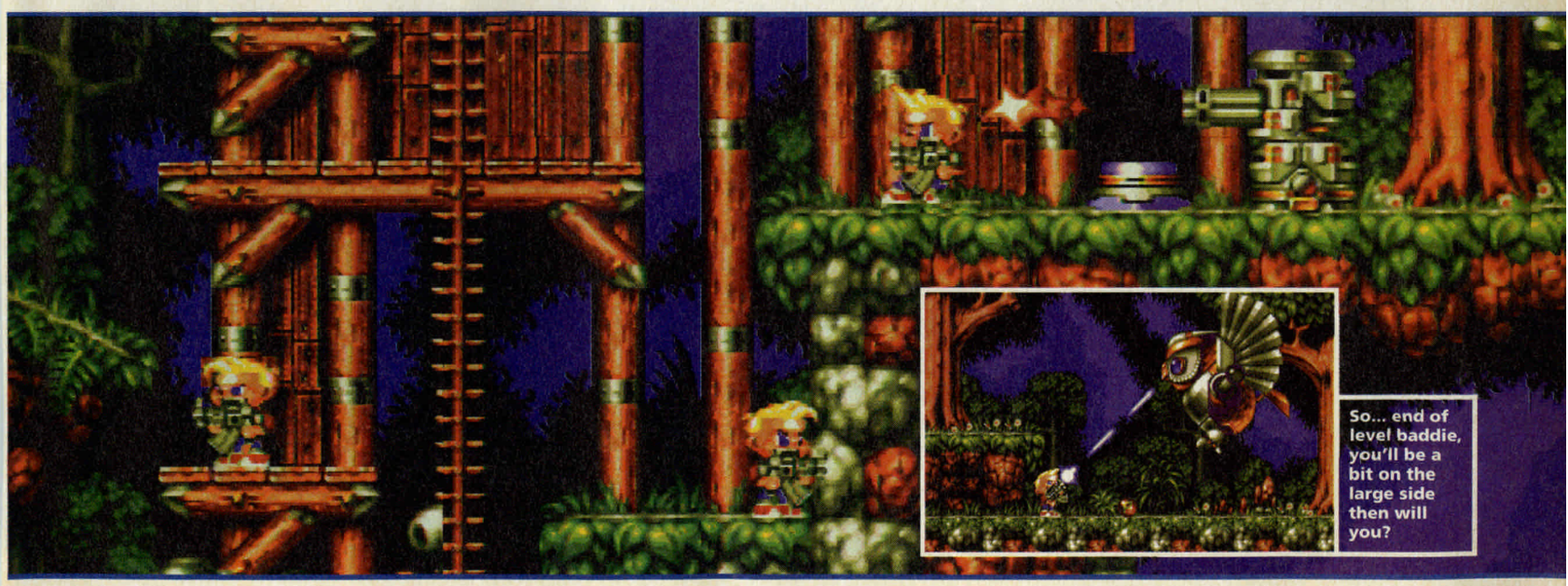
OPINION BY PAUL

DIFFERENCES

An A1200 version will make an appearance, and of course Renegade intend to make full use of its 256 colour palette. They're also hoping to have more moving objects on screen.

OVERALL SCORE

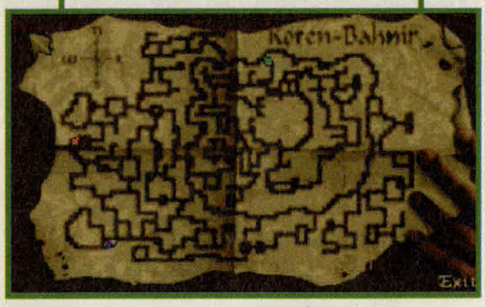
91%



So... end of level baddie, you'll be a bit on the large side then will you?

Like the other Ishar games it's very simple to get lost amid the thousands of locations

The map is an invaluable tool for getting around the city. Without it you'll soon be hopelessly lost



Ishar 3

Oh yes. Give the long-winded RPG to me even though it takes three months to get anywhere near finishing it! I suppose you want it reviewed right now too...

As the name suggests Ishar 3 is the third in the Silmarils/Daze Marketing RPG series. Apparently it's the final instalment so make the most of it while you can. Daze have released a couple of decent titles this month with this and On the Ball but each is aimed at a totally different market.

RPGs only ever seem to come from abroad. It's as if British programmers have stopped writing them which is a shame because there is a definite market out there of dedicated players.

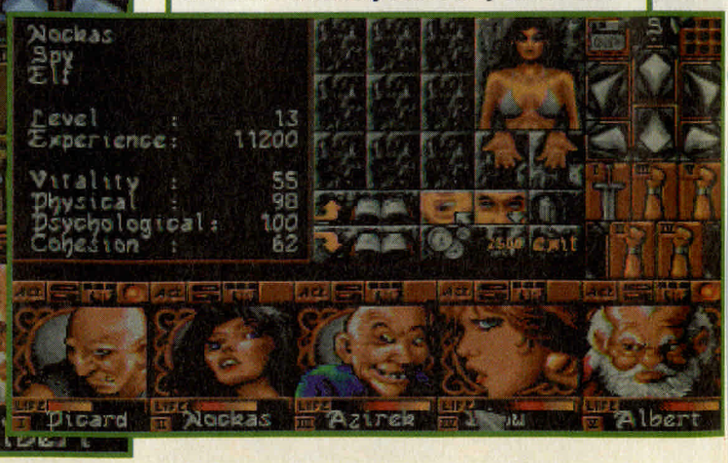
It seems like an eternity since the original Ishar came out (and before that there was the popular Crystals of Arborea from the same stable). But back then a couple of years ago, Ishar was greeted with open arms and played to death by people who wanted more than the average, bog-standard platform challenge.

The thing about good role-playing games that causes us a problem here at Amiga Action is that they're all so bloody big so it can be tricky to tell just how good they really are. There is obviously a limit to how long we can spend playing one game and two months is out of the question (unless it's Valhalla!). So this review (like the ones you'll read in other magazines) is largely based upon first impressions. If we have the space we'll take another look in a couple of months and see whether the initial appeal lasted or not.

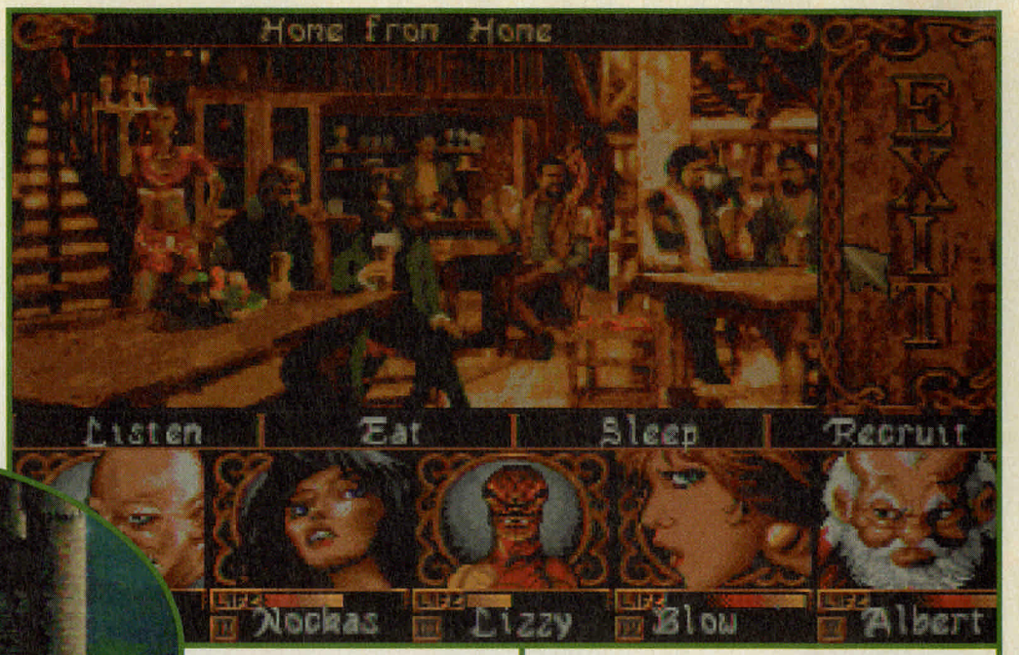
An RPG wouldn't be an RPG without vagabonds swinging cutlasses at your head now would it?

The screenshots on the back are exceptionally impressive and then you notice that they are from a PC after all. So, wondering what kind of sub-standard graphic fare I was about to be offered I installed Ishar 3 to a hard drive. Thankfully I was surprised with the quality. The scenery and

Any items collected will naturally be found in a character's inventory where they can be used



On your arrival you are greeted by a friendly chap who gives you some advice. Warm Tear to you all!



Inns are good places to recruit murderers and warriors to your cause if the other team members agree

In Ishar 3 night is a dangerous time to be on the streets. Here you are approached by a potential 'working woman'

A variety of goodies can be purchased in shops. Put your money where your mouth is

characters have all been digitised and while that doesn't come across as well on a PC the effect is more than satisfactory, but could possibly do with a bit more colour. Take a look for yourself and you will see this is no mean effort and a lot of work has been put on.

I mentioned installation. This proved to be a bit of a pain because of poor instructions. It took a while to realise that even after putting it on a hard drive you need to leave Disk A in the drive to play the game as a sort of Key Disk. As it happens this is my favourite sort of protection because it doesn't require me to fiddle about with the manual . However, it really should be mentioned in the instructions as some people may never realise what's wrong and end up swapping disks more than they need to.

Juicy

Quest fans will be pleased to hear that Ishar 3 has a nice juicy follow-up storyline to do with killing black dragons and stuff. Plenty of D&D for those who like that sort of thing.

The game is played in exactly the same way as the others in the series. You make a couple of characters and wander around the scenery interacting and recruiting. Throw a bit of fighting in there too and you have an ideal RPG.

The good bit (and ironically the one that causes us so much pain) is that the game is phenomenally huge and difficult. There's no way you could hope to get this completed in anything under about 250 years.Regular role-players will instantly be at home with all the game has to offer but may find it takes time to work around when you are dropped in the deep end at the beginning with no real idea of what to do next. Realistically though, you'll probably cope better than I did so I'll shut my mouth.

Ishar 3 can be played across all formats of Amiga without any problems. A hard drive is recommended if you're lazy and want to get full enjoyment from it. A

Generating a decent party is never easy. You need the right mix to do the job

THE LOW-DOWN

PUBLISHER Daze Marketing
CONTACT 071 328 2762
HD INSTALLABLE Yes
PRICE £32.99

GRAPHICS	82%
SOUND	80%
PLAYABILITY	86%
DIFFICULTY	Very Hard

If you've finished Ambermoon (yeah right and we've all done that) then you should get hold of this role player right away. There's a huge quest here waiting for you to get your teeth into and I can guarantee you won't be finishing this in a hurry. Silmarils/Daze have completed the trilogy with a flourish and will undoubtedly do well with this. If you're new to RPGs but just fancy a dabble then this may not be for you. Still, it has a variety of characters and some stunning graphics with no two locations looking the same.

REVIEWED BY CHICKEN

SECOND OPINION

Didn't like the second one much when I reviewed it and my opinion hasn't changed much with the release of the third game in the trilogy. This is far too difficult to get into for my liking, although I'm sure that big fans of the style of game will lap it up immediately.

OPINION BY STEVE

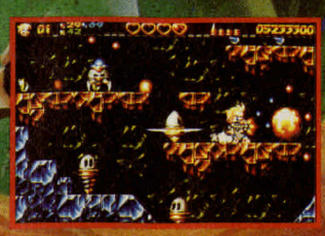
OVERALL SCORE

87%

"Brilliant ... the apex of platform pleasure."

The One 91%

RUFF 'N' TUMBLE



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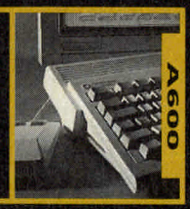

This is the battle sequence. Exciting isn't it?

Trading is, as always in games of this type, a vital element of the gameplay

The bridge is where it all happens. Here you can choose from a myriad of exciting options

Starlord

Starlord, good lord more like...

Now, I've played the PC version of Starlord and therefore am aware of just how good this game actually is. Normally prior knowledge of a game is an advantage in this job, but in this case it may actually have worked against me.

If I had seen Starlord first on the Amiga then the mark would certainly have been well below 50. However, I know from my own experience just how good this game actually can be, and while there are many aspects that let this version down horrendously, the game remains essentially the same.

Briefly, you are a Starlord in command of a planet but hungry for real power. Your ultimate aim is to control the entire galaxy and enable your family's dynasty to rule forever.

Maintaining a constant supply of equipment to your outposts is essential if you are to succeed

The game is supposed to feature exciting 3D battles, but to be honest if you have any sense at all you will avoid them because they are truly awful and are by far the game's worst fault. Your best bet is to treat the game as an all out strategy affair, and be prepared for heavy thinking action as you strive to gain control of various sectors of the galaxy.

The strategy part of the game is actually very good indeed. As you progress through the game you will extend the reach of the area under your control allowing you to form new treaties with other powers, generate new and vast wealth, install new clan members on new planets under your control and summon lords to your aid to help you out in your crusades of conquest.

Sluggish movement

This is all highly captivating stuff, and any strategy enthusiast will be able to find more than enough to keep them interested for quite some time. Unfortunately, the game is not devoid of problems, even in the strategy sections. For one thing, the control method is very poor. Mouse controlled in its entirety, the unbelievably sluggish movement made me increasingly frustrated, and accurate clicking on options and sectors of battle became far more of a chore than it really should have been.

I also strongly advise that you follow the tutorial provided in the gameplay manual closely. If you don't you will not have the first clue about what is going on, and if that happens I can't see anybody playing this for much more than half an hour. If you can get into it, which is a far more difficult task than you would imagine, you will find yourself enjoying Starlord. But I can't imagine that the number of people prepared to put up with the game's poor programming will amount to that many at all. **A**

THE LOW-DOWN

PUBLISHER Microprose
CONTACT 0454 326532
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	80%
SOUND	69%
PLAYABILITY	62%
DIFFICULTY	Tricky

I know Starlord is a good game, as does anyone who bought the PC version, but the Amiga version just isn't up to scratch I'm afraid. Sloppy programming and a general lack of care in the finished product have let MicroProse down badly. If you have the stomach to sit down and give the game a chance you will be pleasantly surprised, however I should imagine the number of people that fall into that category will not exactly make sales figures rocket. It's not really fair to offer Amiga owners a product which is so far adrift of its PC equivalent is it?

REVIEWED BY STEVE

SECOND OPINION

Oh stop it. This isn't worth having really. It's complicated and I certainly don't like it much. It looks rushed and in turn doesn't really warrant the asking price. The people at MicroProse really should know better than this. I'd give it about 60% I'm afraid.

OPINION BY Chicken

OVERALL SCORE

71%

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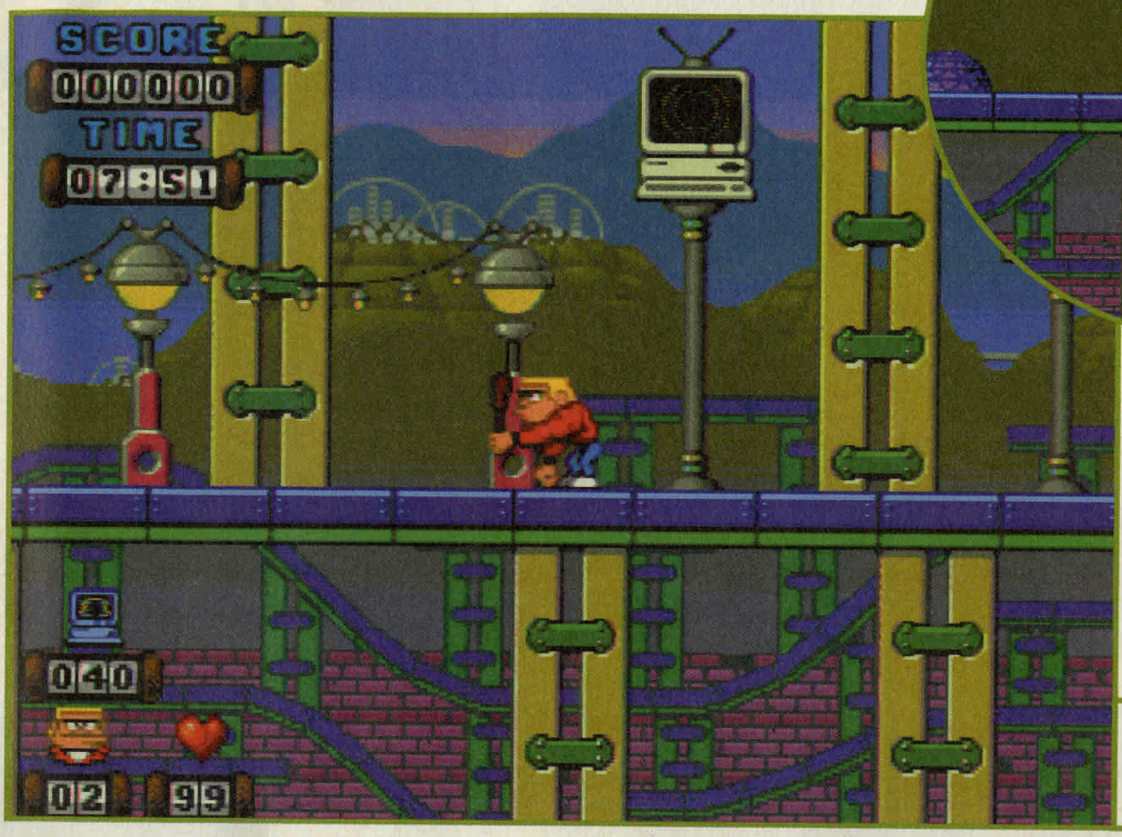
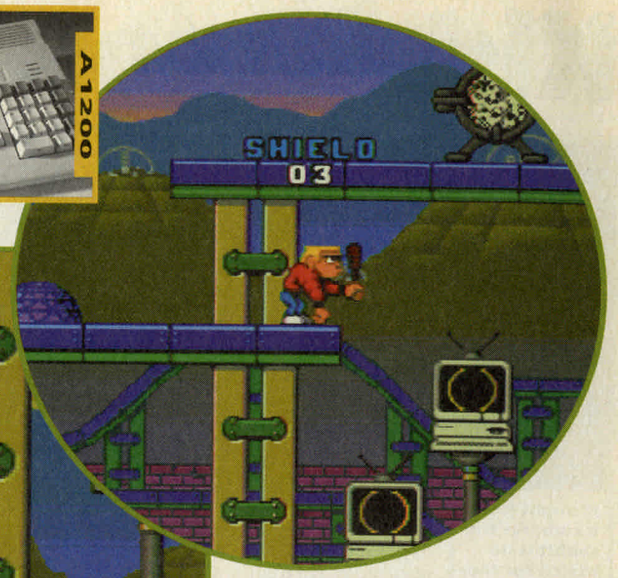
A1200



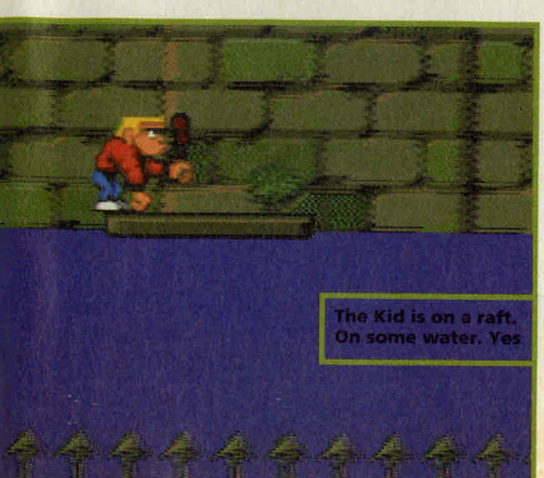


Ever vigilant he stalks his prey, be it a dinosaur, a sabre-tooth tiger or a telly with a funny aerial

A seagull checks out the happening end-of-level Block-out action

Kid Chaos

The name has been changed to protect the innocent, but the cave boy's the same, vicious as ever, and finally here...



The Kid is on a raft. On some water. Yes

Do you know how long I've sat here trying to come up with a way of easing myself into the review? Have you any idea, have you – well have you? An hour, that's how long. I don't know what's wrong with me, I really don't, but I can't seem to be able to muster myself and it's important that I do. Tradition you see – must have a paragraph of waffle before launching into the review proper, and I can't think of a thing to say; don't have an angle. Oh sod it, you don't care what I've got to say – you're only interested in what the game's like, so this will have to do: Kid Chaos? Kid Sonic more like!

Kid Chaos is a caveboy who's been kidnapped by some evil scientists and spirited away to their 21st century world in a time machine. Their "world" is the Artificial Environment Centre, where they dress KC (and his sunshine band, presumably) in modern clothes, and perform unspeakable acts to him in the name of scientific research. Now this is all very amusing, and would probably make for a good 18-rated film in certain countries, but it ain't too much fun for the Kid, so he breaks out of his room and runs away into the A.E.C.

Hedgehog

The place is made up of five worlds, and each of these is split into four parts, the neanderthal one running through them like a good 'un. Or hedgehog, if you like. The second thing to impress you is the speed. He might not be the most impressive sprite in history, but old Kidders has a fair turn of speed for a throwback to prehistory, and wields his trusty club in most menacing fashion. I said his speed was the second thing to

Kid Chaos (cont)

It might have a club but the rabbit is no match for the vicious Kid

He might have a lot of hair but is all this oil really necessary? Just use some gel mate

impress, because the first thing to grab your attention is the truly excellent graphics.

Magnetic Fields have put the A1200 to good use with their multi-parallax backgrounds and superb detail, and the number of items moving on the screen at any one time is impressive too.

OK, I've beaten around the bush a bit, and now it's time to face the one irrefutable fact which dominates the game. It's just like Sonic, it really is. Kid Chaos himself isn't as refined as the spikey little bugger in terms of looks, but he's pretty much on a par in terms of everything else, right down to the spin attack, and press-down-to-twizz-round business when he's running quickly. The levels are extremely Sonic-like too, in terms of layout – no mean feat, as those who've played and been impressed by the Sega game will testify.

Initially you will find yourself running from left to right in a very ordinary fashion – albeit slightly quicker than you might perhaps be used to – but as the game goes on the stages become progressively more meandering and huge, and the enemies larger and more fearsome.

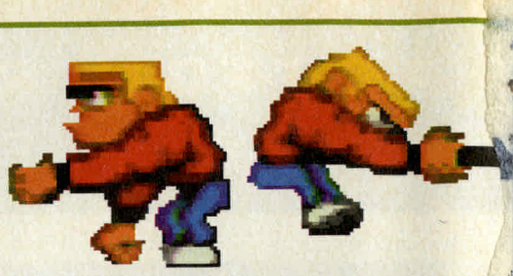
The basic objective is to destroy the secret forcefield protectors which prevent you escaping from the artificial world. These vary from level from level to fit in with the graphics. Once enough have been collected, the doorway to the next level opens, and you're away my son.

Bonus thingies

All the old favourites are here: speed-ups, extra lives, bonus thingies, health restorers and so on. Health points are lost for taking hits (yes, it's true) or spending too much time underwater, lives are lost for tupping yourself on spikes and running out of health. It all fits, see?

Now I've got going on the subject I can't stop mentioning Sonic, and I know it's boring for those who haven't played it, but you'll just have to put up with it. Where was I? Oh yes – Kid Chaos actually goes one better than Sonic in one respect: the inertia. While Sonic struggles on hill starts, the lack of inertia in KC means that Kid makes light of any messing about on slopes.

KC closes his eyes and puckers up to a toy car. Oddly enough



Look Steve, I

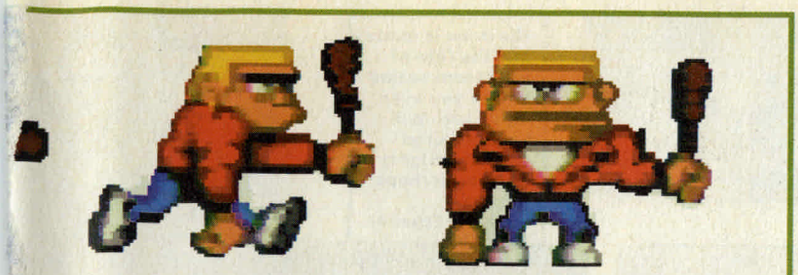
And having said that, the same lack of inertia is, paradoxically, the only minor gripe I have. Kid Chaos is so quick that it's very easy to overshoot jumps, and you can on occasion [if you're as crap as Paul – Chicken] find yourself leaping madly backwards and forwards for hours on end in a vain attempt to land on a platform somewhere in the middle. Okay, so an exaggeration that may be, but you get the point.

Some platform games – even some of the best ones – are guilty in places of being a little bit empty: you know, you've run along any number of platforms, beaten baddy after baddy, and you find yourself in that mid level lull. Perhaps it's a place where the level splits, leaving you slightly lost, or maybe even a touch of exhaustion in the programmers, I don't know, but I do know that Kid Chaos stands for none of that.

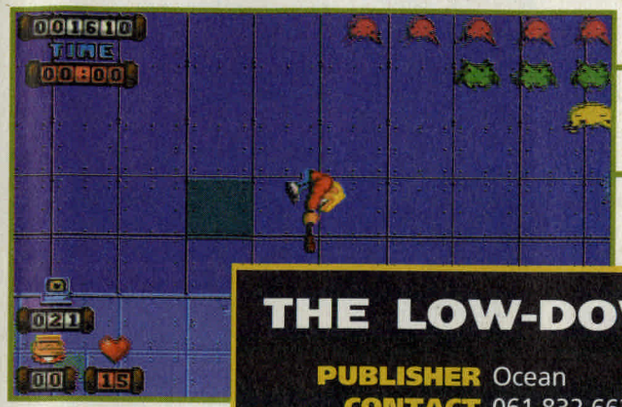
It's packed with fast, colourful action from start to finish: it doesn't pretend to be anything but a Sonic clone, and carries it out almost perfectly. And you'd be daft to miss it, basically. **A**

Six layers of parallax, anyone? Thought so

Bombs awaaay... Splat! Goddamn

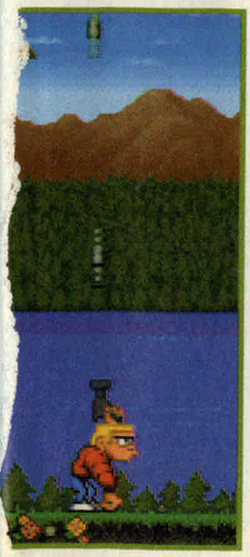


ow you're angry, but...



A novel approach to a classic old game

"Mind your car for you mate?" "Er, certainly, in fact, it's yours."



THE LOW-DOWN

PUBLISHER Ocean
CONTACT 061 832 6633
HD INSTALLABLE Yes
PRICE £25.99

GRAPHICS	90%
SOUND	85%
PLAYABILITY	85%
DIFFICULTY	Tricky

Magnetic Fields must have been wondering what was going on. Their game has flitted between software companies and has been called just about everything from Kid Vicious to, er... Kid Chaos. The agony is over now though and it's all been worthwhile. Just as we saw with Bump 'n' Burn, it's possible to create a truly excellent game based almost completely around someone else's ideas. Personally, I like it more than James Pond 3, but feel compelled to harsh it up ever so slightly for its ever-so-heavy plagiarism.

REVIEWED BY PAUL

SECOND OPINION

Paul likes his platform stuff because you generally don't have to think too hard about what to do next. Kid Chaos is no exception to this rule, but is nonetheless ridiculously

OPINION BY NEIL

DIFFERENCES

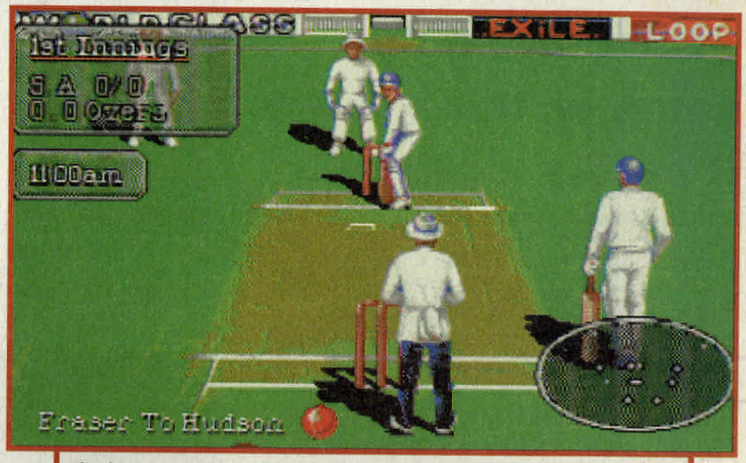
The good old A600 doesn't fare too badly at all in this case. Less colours, obviously, but the Kid's turn of speed is still impressive.

OVERALL SCORE

88%

Gooch World Class Cricket

Test Match Special



The batsman prepares to face another lightning fast delivery from Angus Fraser. Will he survive it?

When this was originally signed up old Goochie was England captain. It's perhaps fortunate that they didn't change to Mike Atherton's Cricket as there's no option to carry dust in your pockets, for whatever reason! But that's all behind us now, eh Mike, eh?

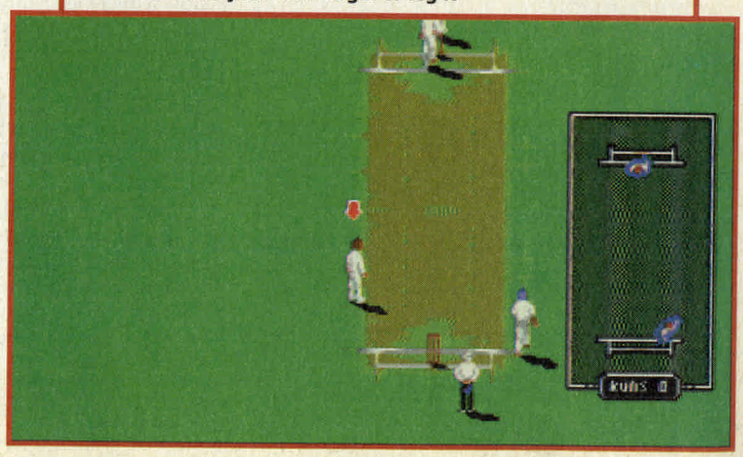
Anyway Goochie's is obviously the best cricket game to date across any format, scoring In this version one or two bugs have been ironed out and it includes correct team data for international sides the world over. Now you can play all those important series' without having to go through the trauma of having to change all the names all of the time.

Besides this there are no other changes worth mentioning. This kind of makes it a pointless buy if you already have the original as you can't really justify buying this again for the minor alterations. Hopefully the majority of people will realise this and not make the mistake.

If you're in the market for a cricket game this summer then you can do no better than the Audiogenic offering which is still unlikely to be bettered in the forseable future. Having said that it's a strange decision to put it out again in the full-price bracket, but I suppose it will prolong the shelf-life of the product. The mark is based on you not having already got the game. If you have, think long and hard about it.

84%

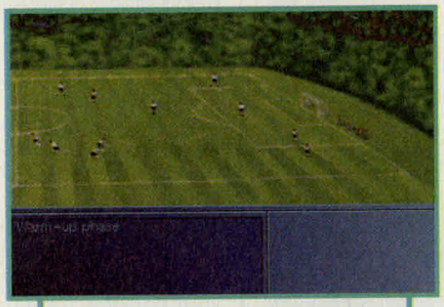
The ball is cracked away and the viewpoint switches to overhead while your men begin to leg it



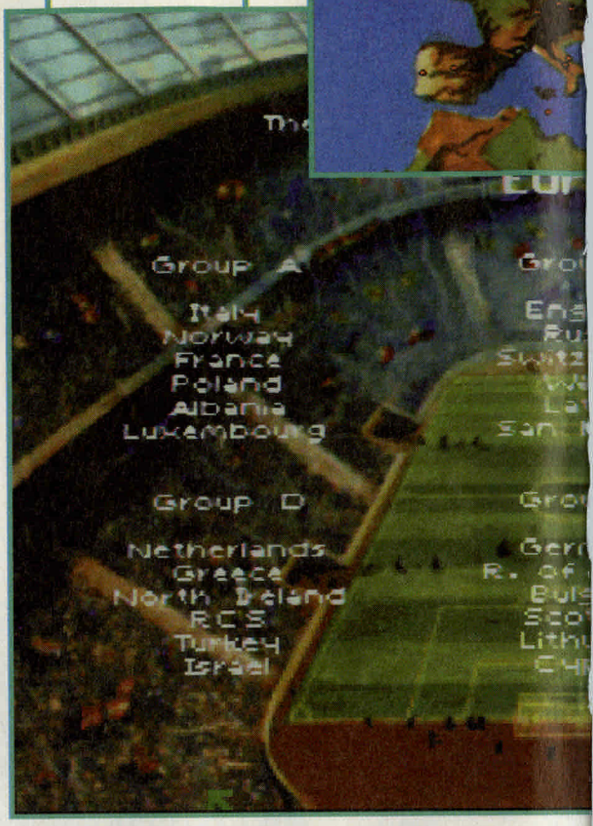
On the Ball
World Cup Edition

It just won't go away will it? Fortunately with a World Cup game of this quality it hardly matters...

You arrive at your World Cup hotel, full of hopes and aspirations, all of which are probably false



The team take to the pitch for the warm up for that crucial game



The draw is made and the fate of your team sealed before you even kick a ball. Will you be paired with the mighty Italy, or perhaps the even mightier Ecuador

I first saw this game around a year ago when, prior to translation from the original German version, it was masquerading under the less than impressive title of Boot!. The Ascon programmers to their credit realised that this wasn't really up to scratch and had the intelligence to stress that this was only a working title and something better would be dreamt up before publication of the game.

True to their word, the much better name of On the Ball was assigned and I don't know why, but it seems to have worked wonders with the game. I distinctly remember walking away thinking that what I had been shown was an extremely average game that was more than a little bit funny looking.

Things have certainly changed since then, and now the word "average" and the final version of On the Ball are two things that do not fit neatly side by side anymore.

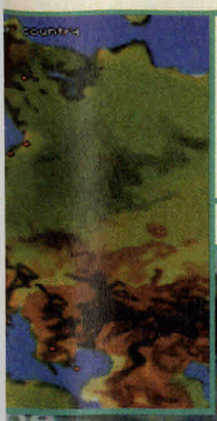
If there's one thing I like to see it's a fresh approach in a tired area, and there is certainly plenty of scope for improvement in the field of football management games. The main new idea is the inclusion of some impressive in-match action sequences. Nothing new in that you might think, but when you know that they are all hand drawn and then scanned in you begin to wonder what's going on. It may seem like a bit of a pointless exercise, but when you see it up and running it is immediately apparent that the extra time and effort spent on this aspect has been more than worth it.

All of these graphics are entirely hand drawn you know. Interesting that don't you think?

There is far more to this game than just fancy new graphic routines though, this national team management simulation is by far the most comprehensive and, I assume realistic, game of its type yet seen. Any aspect you can imagine that would affect the day to day routine of the England manager has been included, from the unwillingness of clubs to allow your squad to get together for a training session, to actual hands on training of your players and even confrontations with the gutter press.

Normally, when you load up a football management game you are faced with a very daunting prospect. All you see is a whole lot of options which mean very little to you and a squad full of player names whose skills and weaknesses you have no idea about. Not only do you have to learn a lot of names and abilities but you also have to wrestle with unfriendly control systems and unnecessary options.

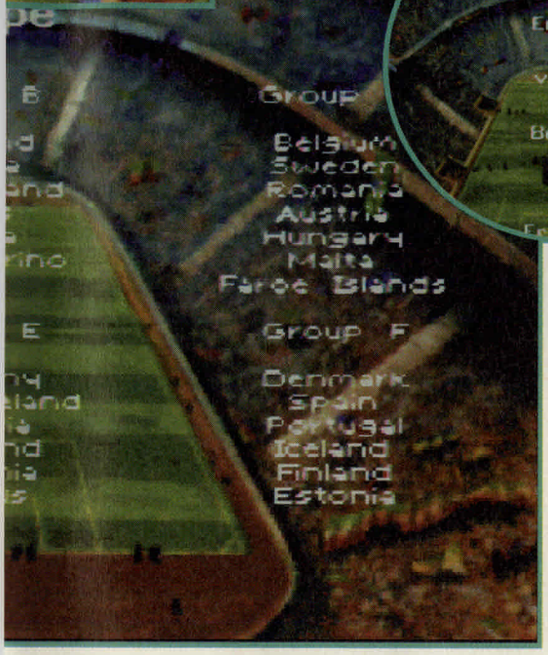
On the Ball eradicates most of these problems in one fell swoop. Obviously you still have to learn who all the players are and whether they are any good or not, but the majority of the other problems are solved by the implementation of an exceptionally user friendly control system. Basically, the left mouse button selects an option or menu screen and the right button takes you



This is a map. I feel I have to explain that because it's not very accurate now is it? I mean since when have the British Isles been shaped like that? I'll bet Germany's the right shape

When you move on to the proper finals you must leave your plush office behind and make do with a shabby little hotel room

This is basically what you call home, at least while you're playing this anyway



The newspaper is full of half-translated, witty asides that just make your sides ache

back to the previous one.

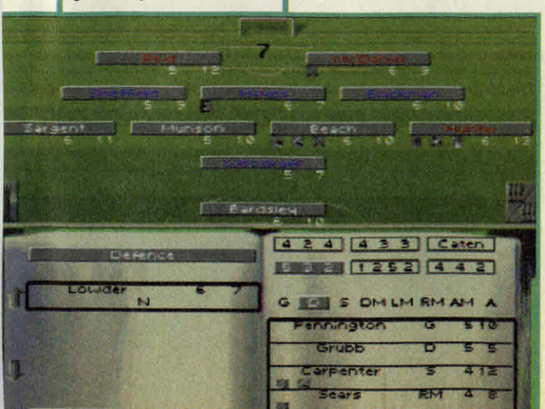
There are two main ways to play this version of the game; either plough your way through the qualifiers and risk not making it at all, or take the easier option and start off in the actual finals themselves. Either way you should take the lads out for a training session and preferably a training match to get them up to speed.

The different training routines available are very good and what's even better is the fact that they are all carried out for you on screen. There is also an option to turn them off if you want to speed things up.

You can choose from sprint training, general fitness, gymnastics, solo runs and even training and trial games amongst others. As well as these you can also work on various set piece plays such as free kicks, penalties and special moves that you will use to outfox the opponent. You have to be careful though, because if you overwork your squad they will become jaded and their performances will suffer accordingly.

When your team is peaking and you have trained them to perfection it's time to take them into the big match. I know I've said the game has everything you could imagine a football manager would need to take into consideration, but this is where it gets ridiculous. Would you believe that you even have to take into account players attitudes and personalities? Well you do.

Team selection is vital to your success. I mean, if you don't pick a team how can you hope to win



Tabloids

For example, if you feel that one of your players is not performing at his best and you are going to drop him for the next game, you should have a look at his statistics first. If he is an easy-going, happy-go-lucky sort of bloke then just go ahead and leave him out. He won't mind that much. If on the other hand he is lacking in confidence or a bit on the arrogant side, arrange to take him to one side and have a quiet word in his shell like. You know, let him know personally, and although he may still be a little upset, he is less likely to go to the press and slag you off.

Your relationship with the tabloids is also very important. If the dailies get on your back then your public opinion will drop and any bad results become that much harder to explain away. After each match you will have to endure the glare of the press as they probe you with cleverly worded questions designed specifically to trip you up. So beware, or you could find yourself being savaged in tomorrow's early editions.

As far as I am concerned, this is quite possibly the best football management game I have ever played. A

THE LOW-DOWN

PUBLISHER Ascon UK
CONTACT 071 328 2762
HD INSTALLABLE Essential
PRICE £32.99

GRAPHICS	88%
SOUND	85%
PLAYABILITY	92%
DIFFICULTY	Spot On

I'm not the world's biggest football fan by any degree, in fact you could even say I'm not all that keen on what some people inexplicably consider the best game in the world (take that piece of sliced potato from your shoulder you sad individual – Neil). Therefore I dread to think what effect it would have on a die-hard footy fan if it can get me so engrossed. It has it all and a little bit more as well. If you've always fancied a crack at the England manager's job, or indeed managing any international team, On the Ball World Cup Edition is more than likely the closest you will ever get.

REVIEWED BY STEVE

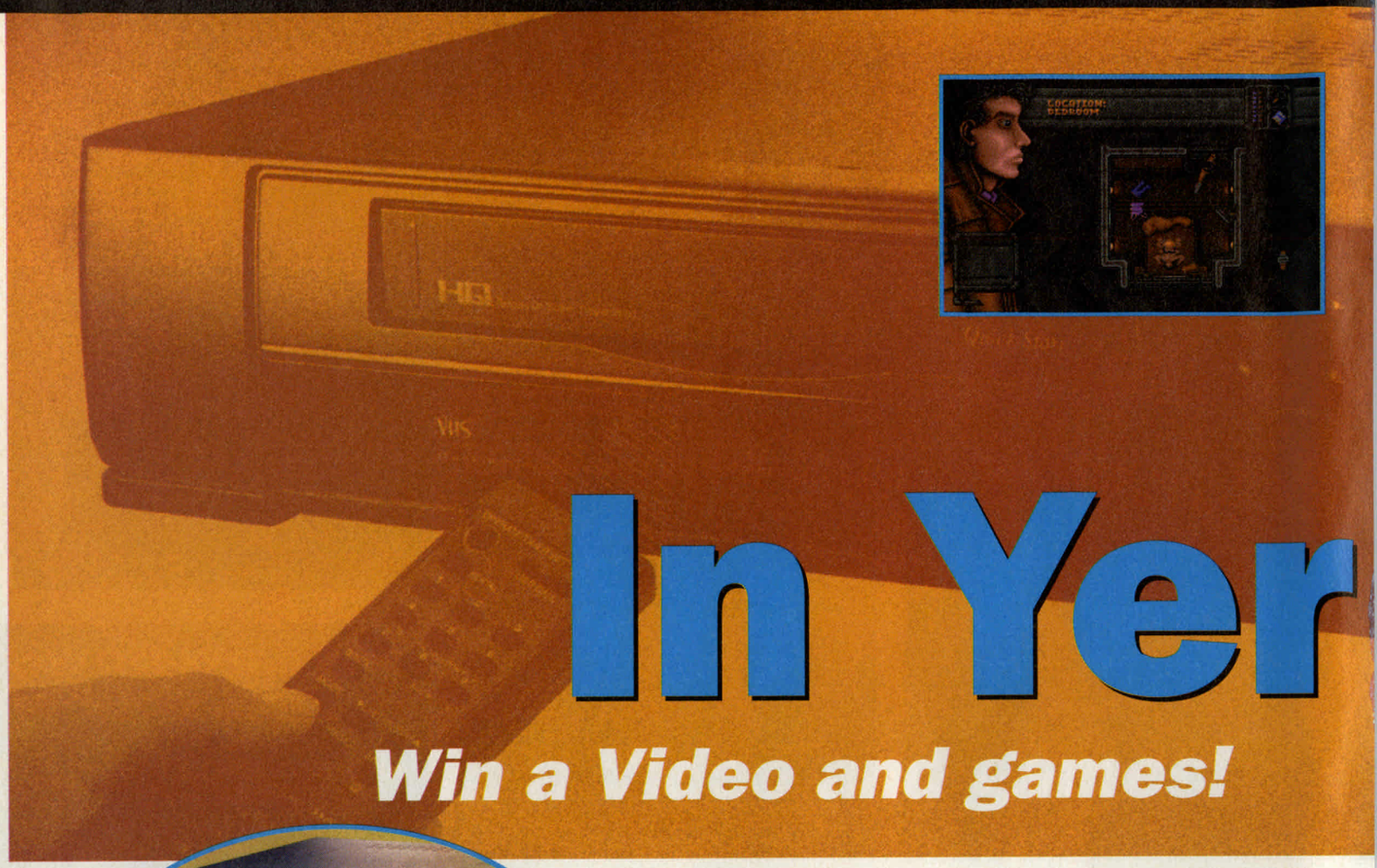
SECOND OPINION

The hand painted action shots don't do very much for me, but you can turn them off if you like. These apart, On The Ball must rank as the most feature packed management game of all time. Hard drive owners should buy it now, and floppy players want to be behind them.

OPINION BY PAUL

OVERALL SCORE

91%



In Yer

Win a Video and games!

Unlike real life events, dreams don't really happen and are all strange

To celebrate four years in the making, Empire Software have got together with those wonderful people at Amiga Action (that'll be us that will) to offer you the chance of a lifetime in the fabulous Dreamweb competition.

Now it seems pretty obvious that you're going to be missing your favourite TV programmes while you're tucked away in your bedroom playing Dreamweb. This could obviously be a bit of a pain but Empire have solved the problem by offering a sleek, black video recorder to give to the lucky winner. Now you'll be able to tape Family Fortunes, Home & Away, even the excellent, not-be-missed Regional News programmes!

In Dreamweb you are set the task, as Ryan, of murdering seven people who all have a section of the Dreamweb within them (or something along those lines). It's a fairly adult theme throughout but the finished product looks like it may be something special rather than something to get hysterical about.

What's up for grabs

If you're lucky enough to win the first prize then you'll be receiving a rather nice video recorder with built-in Videoplus programmable timer to allow easy recording. You'll also carry off a copy of Dreamweb under your arm.

Ten runners-up will also win a copy of Dreamweb to play about with in their spare time. All you have to do to win is answer the questions below and send them in to the usual address.

Rules

No employees of Europress Publications, Empire or their families, friends, pets etc may enter.

All entries will be judged by the Editor whose decision is final (unless his girlfriend disagrees then he usually comes round because he's a bit scared of her!).

Photocopies are accepted but multiple entries will end up in the bin so don't bother...please.

What you have to do

Answer the following questions and complete the tie-breaker:

1) What is a dream? Is it a...ß
A) Mental activity, usually an imaginary series of events, occurring during sleep.
B) A mainstream pop band with several chart successes behind them
C) A small, amusingly named vegetable

2) How long have Empire had Dreamweb in the pipeline?
A) 221 years
B) 4 years
C) Since last Saturday night after the pub

3) Is Cliff Richard's real name?
A) Harry Webb
B) Cliff Richard
C) Eric Cantona

Complete this tie-breaker:-

If you were given the chance to murder someone in a dream who would it be and why?

Dreams

Dreams can come true, warble, eyepatch etc

Dreamweb. It's an all out dream fest

DREAMY VIDEO COMPETITION

1	a		b		c	
2	a		b		c	
3	a		b		c	

THE PERSON I WOULD LIKE TO MURDER IN A DREAM WOULD BE:

_____

_____

_____

Name: .....

Address: .....

.....

.....

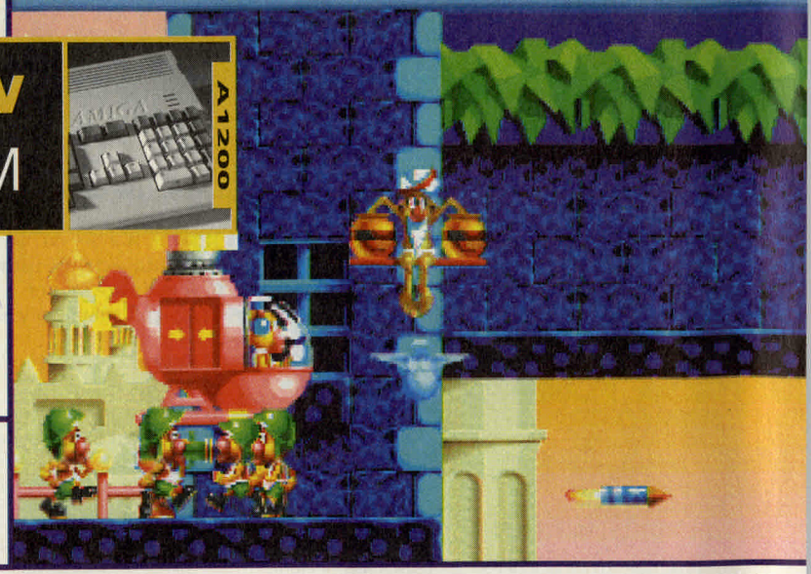
Postcode: .....**Age:**.....

Send your entries by the 29th September to "Dreamy Vid Competition", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

WinWinWinW

The frogs are easy to avoid and can be blown up if you get the Nitro potion



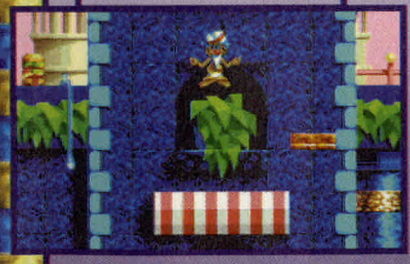
If there's one thing you want to be watching out for it's that bloody big helicopter firing rockets at you

Putty Squad

What happens to all the Silly Putty, Plasticine, Playdoh and Blue Tak when people have used it? You could make a new land mass out of all that sticky stuff

The putty bods that are MIA are the small red ones. Sit on them and absorb them to free 'em

Super Putty is surrounded by enemy soldiers. One has even taken to the skies on that balloon



Dangling from a high ledge you observe a Sultan levitating in a bid to get a good shot at you

Right, Putty Squad. You read the Blue Print last time (you did didn't you?) so you'll already be aware that this is a follow up to the unusual but not overly impressive Putty won't you? Well, even if you weren't you are now because you've just read that bit... probably, oh well if you haven't then you won't be this far into the review and everything gets a little bit complicated. I'm not sure where I'm up to now.

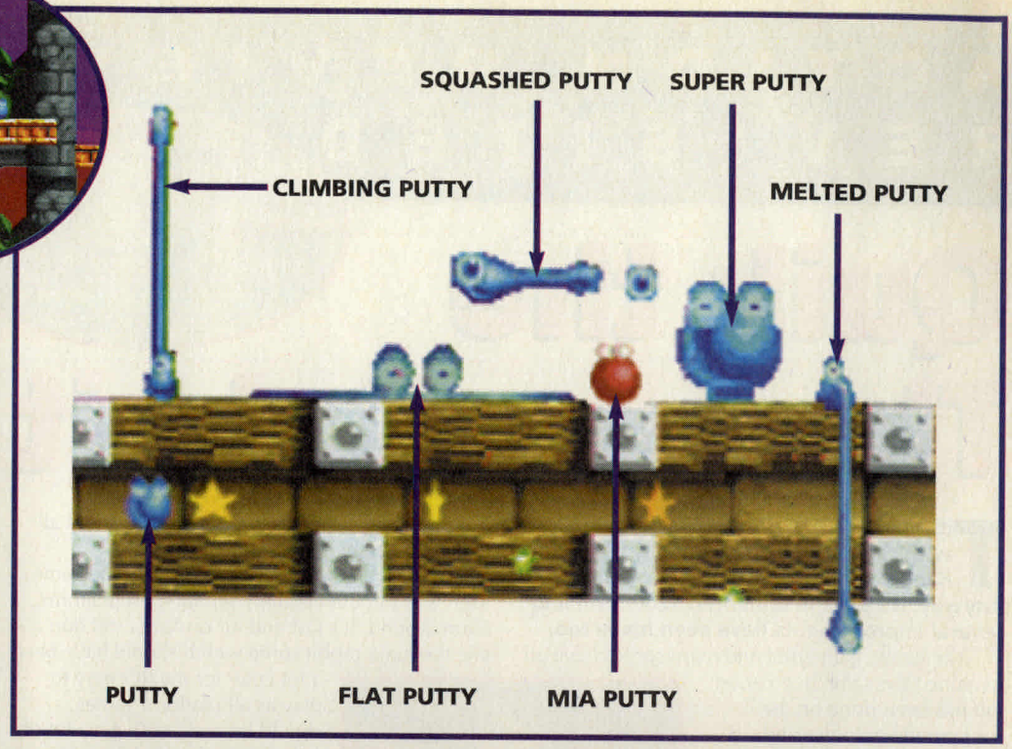
Enough waffle (there can never be enough waffle, have you read the PD - Neil!) Putty Squad is once again by System 3 and what a pleasant surprise it is too. I wasn't too sure about it initially. Putty was "all right" but never high on my list of personal favourites. In fact I haven't even got a list of personal favourites because that would be very bland indeed, so forget I even mentioned it! Good. Where am I? Mum?

Putty Squad puts you in charge of a ball of plasticine called Super Putty who has to rescue several other pieces of plasticine who are being held Prisoners of War after the recent conflict between your putty people and some insignificant enemy who has cats working for him. With me so far? Well start again then!

If you're familiar with the first title you'll already know that Super Putty can morph into various useful shapes by altering his Playdoh-like form into several positions at the simple click of the button. But Putty Squad betters its predecessor in every department.

Firstly it's 1200 only (with a CD32 version on the go, but temporarily delayed), so graphically the game can be and is very attractive indeed. Sonically there are some really nice effects and sampled speech included so there can be no

You are attacked by a giant carrot as you try to make a run for the door at the end of the level



complaints there either. Controls are fine and the playability is good enough to keep you coming back for more to the 30-odd levels.

Each level is based around your ability to free several Missing in Action pieces of putty. The earlier sections only have a few relatively simple bits to free but in later levels things can get extemely tricky. Thankfully System 3 have seen fit to include a password system which allows easy access to any level once it's been completed and this removes a lot of the possible frustrations which may have spoiled things a little.

There has been a glut of platform games for the Amiga in recent months. Some have been OK, others have been rather good but whether any have been programmed to such a high standard as this is up for debate.

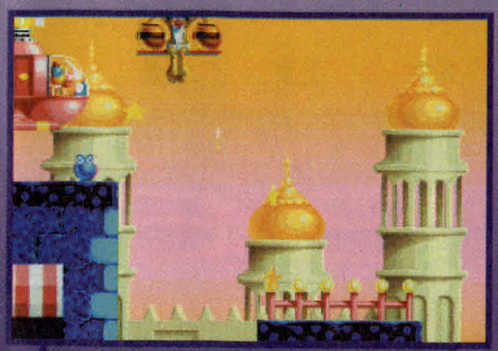
As I mentioned earlier, Super Putty can be transformed into a number of different shapes; he can squash himself against the floor for protection, stretch high into the air to collect an object, stretch a bit of himself into a fist and whack an enemy coming towards him or even encase a baddie and take control of him, using his weapons. Anything is possible in Putty Squad.

Getting hit reduces the number of lights you have at the top right of the screen. Run out and you die

Star-studded power-ups

Along the way various objects can be collected. Picking up ten stars will give you a more powerful punch, 20 will enable you to fire a small piece of yourself at the bad guys in the shape of an arrow and 30 will give you a Super-Arm to prod your enemies with. Other goodies you'll find along the way include food to top up your health, springs which can be absorbed and carried to more useful areas and Nitro which provides you with bombs to drop. Plenty of variety.

Putty Squad has everything you have a right to expect from a good platform game. You get the feeling that programmer John Twiddy has really put a lot of time and effort into his work and he deserves rewarding for such a feat. **A**



The scenic arabs palace adorns the landscape on this particular level. Don't forget the bad guys while you're admiring the view

There are plenty of stars to collect here. Get more than 20 and there are some good bonuses to be had

THE LOW-DOWN

PUBLISHER System 3
CONTACT 081 864 8212
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	90%
SOUND	88%
PLAYABILITY	88%
DIFFICULTY	Very Hard

I didn't fancy it at first but I absolutely love it now. I played it for ages. System 3 have got a really good product here and can look forward to seeing this riding high in the charts for many moons to come. With a CD32 version to arrive shortly the only people to miss out will be 500/600 owners. That's a shame, but right or wrong, it looks like being an irreversible trend. If you have got a souped up machine then you're laughing. Give up some of your hard-earned money to the nice man in the shop and get yourself a decent game to play for a change. Seeya!

REVIEWED BY CHICKEN

SECOND OPINION

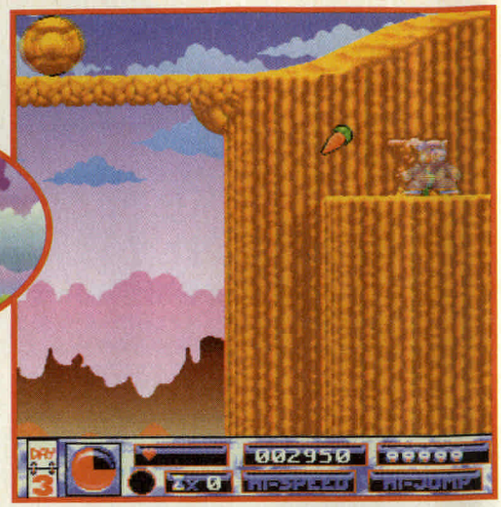
System 3 have outdone themselves here. Putty was an impressive game in its own right – still is, but this sequel outshines it in just about every department, and, if they can think of any other new features I'll look forward to seeing #3.

OPINION BY PAUL

OVERALL SCORE

91%

Quik the Thunder Rabbit



Titus had a dabble in the platform market with this, which was originally titled Run Rabbit Run (far better in our opinion!). Anyway, it's back in enhanced 1200 form and several improvements have been made too.

The game, game plot and main sprites have all remained the same but a good job has been done on the background graphics and sound. The fine soundtrack is now apparently CD quality whatever that means. All you need to know is that it's better. As you can probably see from the screenshots there are considerably more colours than before and it all looks very pretty these days.

Other than that what can you say? The game itself was fun but certainly not the best platform effort around. It's fast and furious but I still don't like the main rabbit sprite which should have been a lot cuter for me. It's easy to play as all platform games should be and you'll get a lot of fun out of it for a while at least.

Only the sound and graphics have changed in this 1200 version, so if you liked the original, you're guaranteed to like this too. **A**

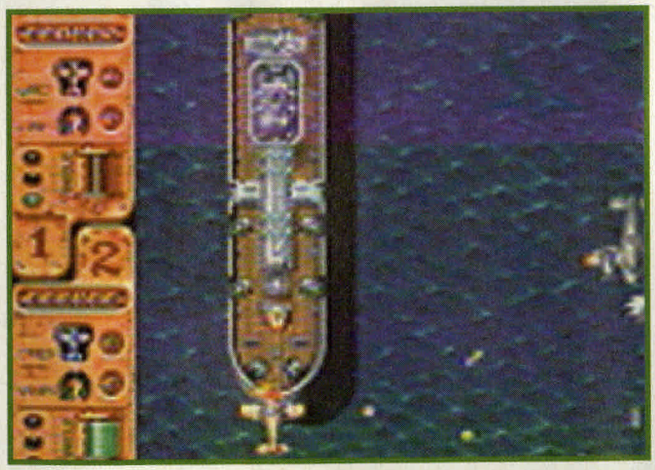
PUBLISHER Titus **PRICE** £29.99 **REVIEWED BY** Chicken

CD32

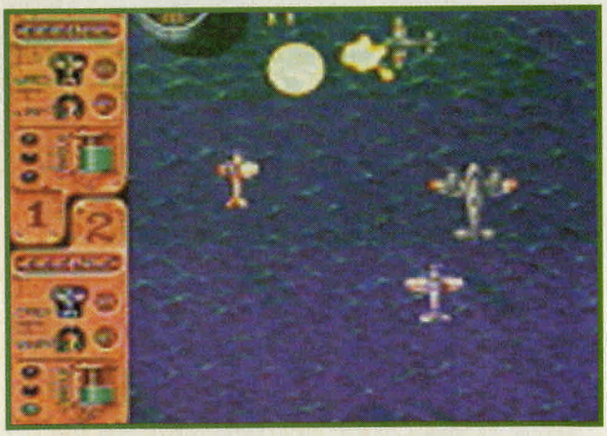
ORIGINAL SCORE 75%

UPDATED SCORE 80%

Banshee



Described by some (the more pretentious among us that is) as "the Harvey Keitel of Shoot 'em-ups", Banshee is back and it's now on CD. Without a doubt the best blasting game so far this year, and unlikely to be beaten for that matter either. So there seems to be very little else you can add, aside from the obligatory CD sound.



If you have a CD32 as well as an Amiga and you already own a copy of Banshee then there really is no need for you to go and get a copy of this, unless you want to blast it out from your hi-fi and end up getting evicted. It's destined to become one of the classic shoot 'em-ups even though it is a 1942 clone.

It's about time CD32 owners got a little bit more though. Assuming you have an Amiga as well and buy the games when they first come out you'd have absolutely no CD games in your house.

This is about to change pretty soon now, when stuff like MegaRace comes out, but until then it could be said that CD32-ers are getting a bit of a raw deal at the moment, since publishers are not supporting the format properly.

Banshee is an excellent game that should have used the new format to a greater extent. **A**

PUBLISHER Core Design **PRICE** £34.99 **REVIEWED BY** Chicken

CD32

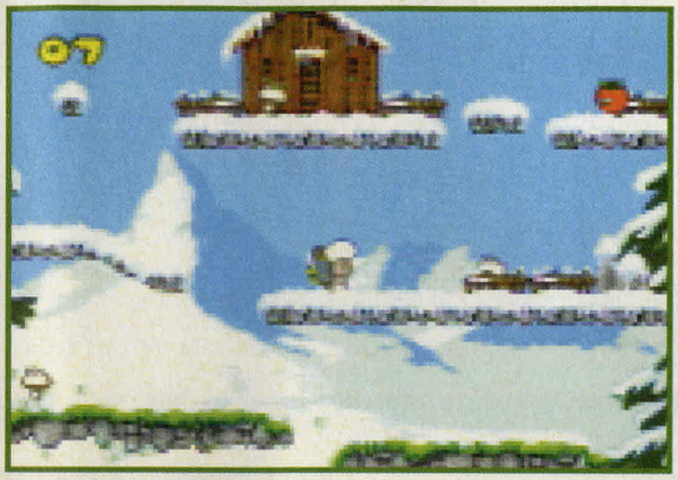
ORIGINAL SCORE 86%

UPDATED SCORE 88%

Out to Lunch

Originally released as an A1200 only game, Mindscape's Out to Lunch was a more than competent platform affair based around the rather surreal adventures of Gallic culinary expert Pierre le Chef.

Taking the basic Cookie theme of having to bring various items of rampaging fruit and veg under your control, Out to Lunch sees Pierre travelling all over the world with a bag of flour in one hand and a handy net in the other with which to stun and swipe his prey respectively. Potatoes, eggs and tomatoes are all fair game as far as our garlic-breathed hero is concerned and the only things that can stop him are a tricky time limit and the evil intentions of Pierre's archenemy, Le Chef Noir.



As for this version of the game... well it seems that a case of direct portitis has once again hit the CD. No animated intro sequence, little or no improvement in the sound and graphics, and no differences in the game itself. The control pad buttons have been used to good effect, but that's about it.

I quite like good old Pierre despite the criticisms regarding the repetitive nature of the gameplay. Definitely a worthwhile purchase. **A**

CD32

ORIGINAL SCORE
89%
UPDATED SCORE
89%

PUBLISHER Mindscape **PRICE** £29.99 **REVIEWED BY** Neil

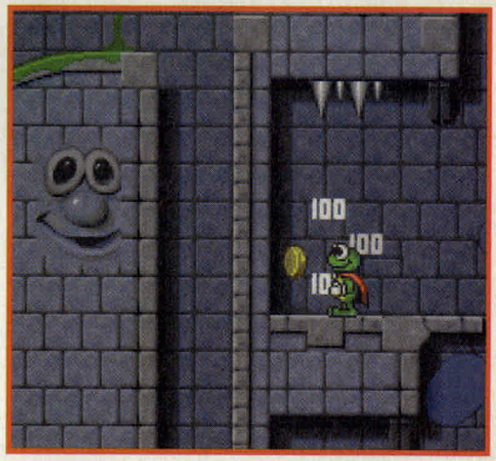
Superfrog

Yet more shovelware hits the CD32 this month in the shape of the slim-priced green jumper — one of the better platform games of recent times. Team 17 themselves freely admit that the aim of Superfrog wasn't to break any platforming mould, but to create a game which borrowed the best elements from several predecessors; kind of a "best of the best" if you will.

By and large it worked, and since the CD32 version is an exact translation, it works on this format too. Superfrog is a well drawn sprite who moves at a startling rate across about half a dozen wildly different landscapes, from the countryside to haunted castles and space stations.

Lucozade bottles act as power-ups, and a top mid-game fruit machine provides you with extra lives, more points and level codes (should you be lucky enough to win them).

Owners of floppy Amigas who've bought Superfrog are warned to stay away, but anyone else should jump at the chance of owning what amounts to a really nice game at a very reasonable price. Hurrah for Superfrog! **A**



CD32

ORIGINAL SCORE
89%
UPDATED SCORE
86%

PUBLISHER Team 17 **PRICE** £14.99 **REVIEWED BY** Paul

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BUBBLE AND SQUEAK
Audiogenic

Reader Reviewer Jon Simms, North Wales

Truly one of the most colourful, and fun cutesy platformers of all time.
A must for any Bubba 'N' Stix fan.

Graphics 90%
Sound 89%
Overall 94%

Summary Buy it now or you'll be sure to regret it!

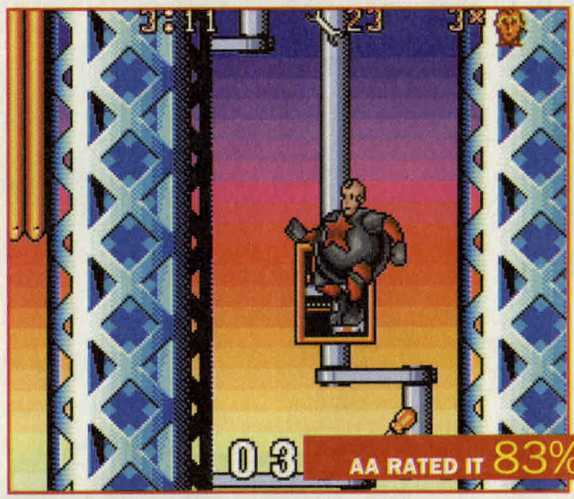
THE INCREDIBLE CRASH DUMMIES
Virgin

Reader Reviewer Steve Norman, Hertfordshire

CRAP! Crap! Crap! Crap! Crap! Crap! The graphics look like something out of a C64 and the sound would be poor for a ZX Spectrum! One of the worst platformers I have ever played.

Graphics 4%
Sound 3%
Overall 5%

Summary Really not very good.

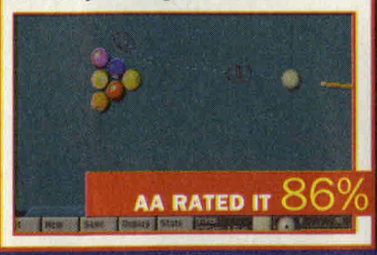


ARCADE POOL
Team 17

Reader Reviewer Michael Preston, Sussex

In my opinion Arcade Pool is an alternative to Archer Macleans. It plays well, but the control system just does not work as well.
Graphics 83%
Sound 85%
Overall 80%

Summary Try it, you never know, you might like it.



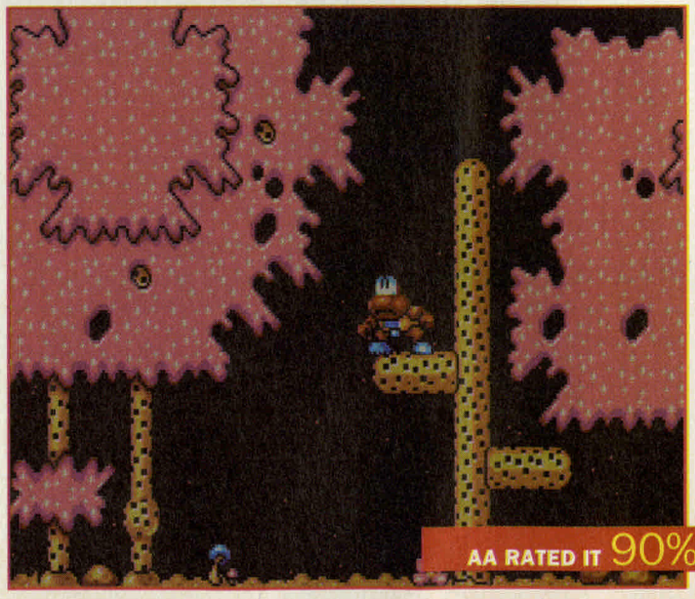
JAMES POND 3: OPERATION STARFI5H
Millennium

Reader Reviewer Barry Thomas, Sunderland

A delightful sequel to a delightful game. James Pond 3, though it resembles its predecessor in graphics, in gameplay and sound it blows Robocod away.

Graphics 83%
Sound 89
Overall 95%

Summary Fi5h fans should not miss it!



FRONTIER:ELITE 2
Gametek

Reader Reviewer Stephen Pritchard, Leeds

I don't care what anyone says, this is the definitive arcade/strategy game. The control system requires skill, and the longevity of the game is immense.

Graphics 93%
Sound 90%
Overall 95%

Summary A must for all Elitists!

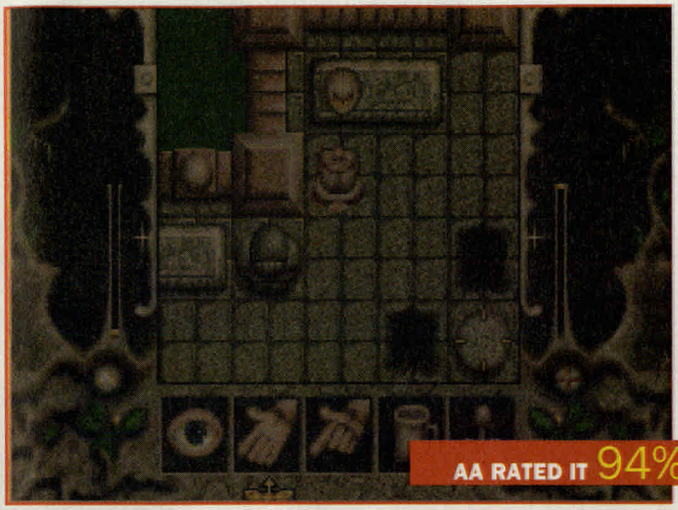
VALHALLA – LORD OF INFINITY
Vulcan Software

Reader Reviewer Neil Smith, Edinburgh

One of the hardest but most enjoyable adventure games I have ever played. The speech works well, the graphics have been well drawn,but it is hard!!

Graphics 85% **Sound** 90% **Overall** 91%

Summary A taxing adventure game that will take you a while to get through, but worth every minute spent on it.



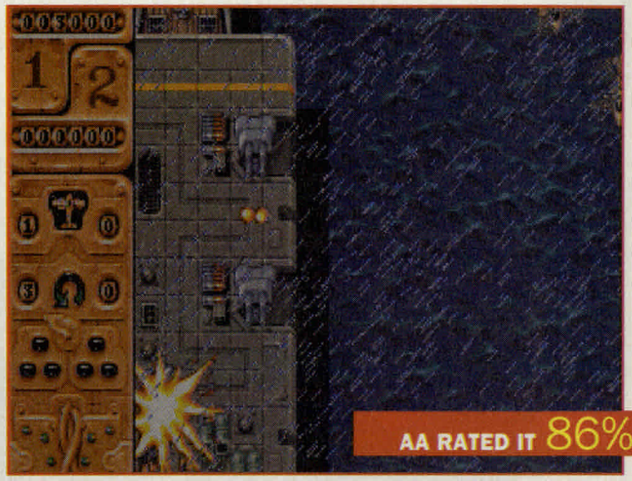
BANSHEE
Core Design

Reader Reviewer Brian Davies, Devon

An average run-of-the-mill shoot 'em-up that does not deserve the attention it has been getting of late. The graphics are good and the sound is all right but the game is practically SWIV without the tanks.

Graphics 85% **Sound** 83% **Overall** 75%

Summary If you haven't got SWIV and like shoot 'em-ups, then buy it; if not, try this.



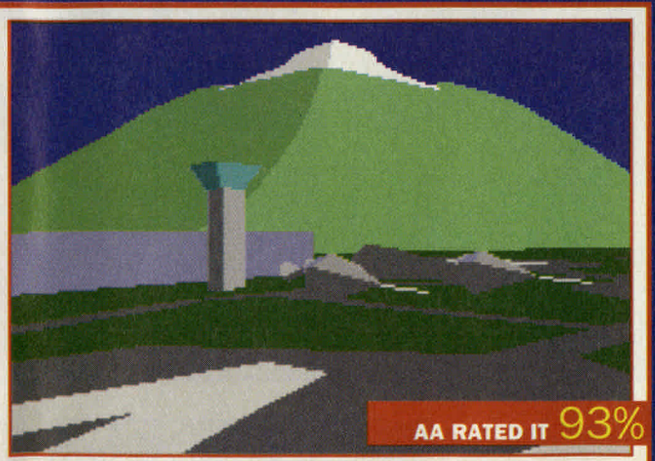
HEIMDALL 2 – INTO THE HALL OF WORLDS
Core Design

Reader Reviewer Sarah Lewis, Kent

A brilliant sequel to Heimdall 1, and a must for women like me who prefer to play women characters. The graphics are amazing, and together with the music, the game gives the player a nice sense of atmosphere (the Hall of Worlds).

Graphics 92% **Sound** 92% **Overall** 96%

Summary A brilliant game no matter what anyone else says. Ignore the high price and buy it.



Keep your reviews rolling in and we'll print as many as we can! Write to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Follow the format on this page, not forgetting to include all your percentage scores. Cash bribes are a sure fire way of publication.

Overdrive

Publisher *Team 17*
Price *£10.99*

Team 17 appear to have developed the habit of late of releasing games on budget which aren't that old, and as far as I can see that can only be a good thing.

The overhead perspective Overdrive was unlucky in that it originally saw the light of day at the same time as Micro Machines, with the Codemasters game generally faring better in the review stakes.

Everything is being put to rights now though with the second coming of what is a very respectable game indeed. Three vehicles are used in the game – there's no choice, you drive them all – over a couple of dozen slick scrolling tracks oozing power ups, oil spills, turbos and more.

Two competitors try to ensure you don't win, and too many placings outside the top two will see you out of the race. The aim is to continually qualify in order to meet the mysterious Demon Driver at the end. It's good fun, well produced, and worth a tenner of anyone's dosh.

Reviewed by Paul

SCORE 83%

Supremacy

Publisher *Hit Squad*
Price *£12.99*

It's only natural to be suspicious of a game that's re-released after four years. After all, things have progressed at a fast rate since those days haven't they? But this doesn't necessarily apply to strategy games as leaps forward in graphics and sound don't always affect how good a game is.

This applies to Supremacy to a certain extent. In its prime it was one of the best games around setting you in the role of the governor of the whole planet. You are personally responsible for governing the people, managing resourses and developing new military strategies to fend off attacks on your colony.

It's all very complicated but good fun if you can be bothered to get into it in the first place. They say every dog has his day and to be fair this one probably had his a long time ago but it still has some of the same charm and appeal of its first release.

Reviewed by Chicken

SCORE 78%

Caesar Deluxe

Publisher *Impressions*
Price *£14.99*

Well, it's a bit like Sim City to be honest, although I personally feel that that just edges it out in the enjoyment stakes. Caesar Deluxe is a revamped version of one of my favourite games, Caesar, and at fifteen quid is a more than worthwhile purchase until Sim City 2000 makes an appearance later in the year.

Basically you have to build up a happy city of toga-wearing eunuch's with enough facilities to attract them in and keep them there for a good long time. You know the kind of thing: steam bath places, arenas, forums and orgy houses to keep the masses happy. Unfortunately, most of these things aren't in the game, but it would have been nice if they were, don't you think?

This is a very in-depth game that will occupy anybody who likes a bit of a think for months to come, and certainly represents one of the best value for money products around, especially at this cut down price.

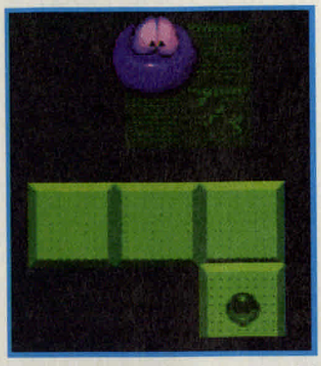
Reviewed by Steve

SCORE 83%

Corkers Compilation

Publisher *Corkers*
Price *£19.99*

Now in a situation such as this where you have a compilation comprising four games from the same stable, none of which have been in the shops for more than a year, the chances are that at least one, probably two, and maybe even all four titles will be pump. Maybe you think they are. Maybe even Core think they are, but, funny thing, I don't, and perhaps with the exception of Wonder Dog, would be happy to play any of them again.



Let's start with Wonderdog. It's a platform game of Mega CD origin which owes quite a lot to the graphics and gameplay of Chuck Rock 2. WD lands on earth under bizarre circumstances, needing to build himself up to the task of returning to and saving his home planet. He ducks, he runs, he kicks and jumps; he even uses power-ups. And it's all right. but nothing more.

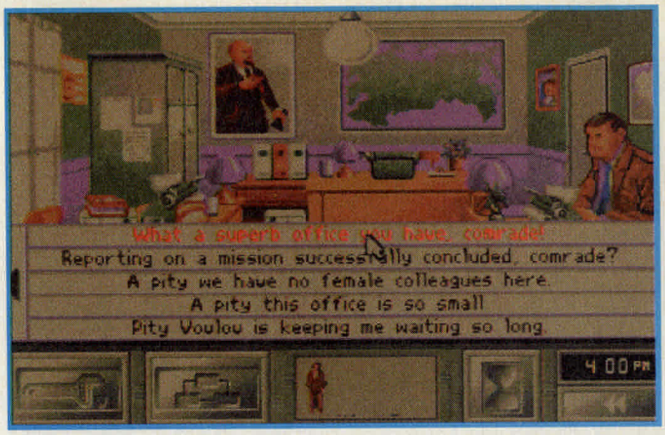
Blob, on the other hand, is better. You are a Blob basically, the idea being to jump from platform to platform and find the exit. Easy? Bland? not really, because the game is presented in a strange overhead 3D perspective. It's enjoyable and poses a real challenge.

Blastar was set to be the shoot'em-up to end all shoot'em-ups, and while it didn't really achieve this feat, it is nonetheless a solid blast, with side and overhead views as well as the normal overhead mode.

Cyberpunks was described by, er, me I think as a kind of Alien Breed for the youngsters. That might have been somewhat misleading since Cyberpunks doesn't come near that quality, but it's colourful, easy to play and reasonably good fun, as you lead a 'crack' assault team around an alien world.

Reviewed by Paul

SCORE 82%



KGB

Publisher *Hit Squad*
Price *£14.99*

One of the objectives in your role as Captain Maksim Rukov of the KGB is to foil a plot to oust Mikhail Gorbachev. Give yourself a hearty pat on the back then, because you appear to have succeeded...

Those with the memory span of a retarded goldfish from Essex might be surprised to learn that what we have here is in fact an adventure game centred around the world famous and possibly mythical KGB, with you as a good guy investigating corruption at the top level of the old USSR's secret police.

The graphics are excellent from beginning to end, and the Smart Pointer system (see Universe review for further details) is perfect for a game like this where getting information and performing interrogation is of the paramount importance.

The thing about KGB that I remember, and which reiterates itself here however, is how difficult the game actually is. You begin your mission with very little information, and since the KGB aren't the most forthcoming group of people in the world, it's something of a struggle to progress.

If you do manage to get into this though, KGB will provide the dedicated counter espionagester with as much of a challenge as anything I can think of. And, at the all new price point, well, you know how the saying goes... [erm no, would you mind telling us what on earth you are talking about Paul – Dave].

Reviewed by Paul

SCORE 86%

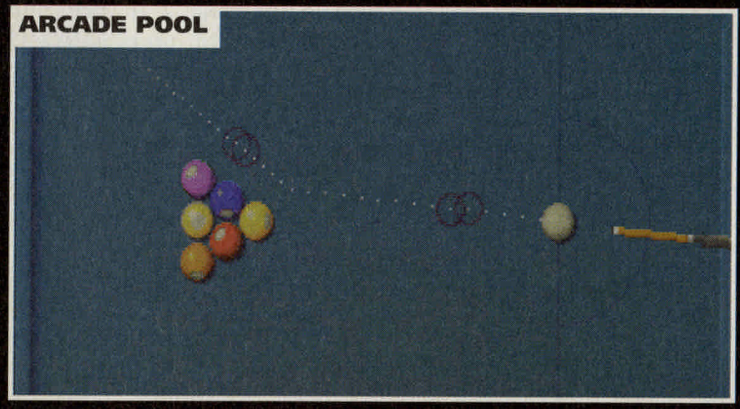
Charts

CHARTSCOMPILED BY ELSPA GALLUP

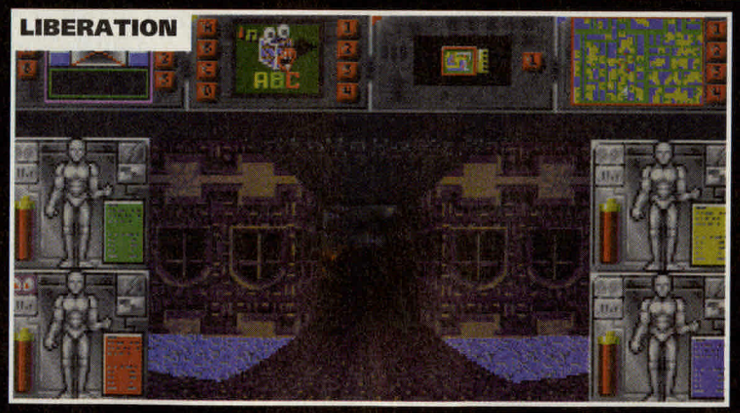
Budget

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	3	**SIM CITY CLASSIC**	*HIT SQUAD*	£14.99	STRATEGY
2	1	**ARCADE POOL**	*TEAM 17*	£9.99	SPORTS SIM
3	2	**NICK FALDO**	*GRANDSLAM*	£14.99	SPORTS SIM
4	✪	**APIDYA**	*TEAM 17*	£9.99	SHOOT 'EM-UP
5	4	**BATTLE OF BRITAIN**	*KIXX XL*	£14.99	FLIGHT SIM
6	6	**EYE OF THE BEHOLDER 2**	*KIXX XL*	£16.99	RPG
7	✪	**BATMAN RETURNS**	*GAMETEK*	£14.99	BEAT'EM-UP
8	5	**ROAD RASH**	*HIT SQUAD*	£12.99	RACING
9	✪	**BODY BLOWS**	*TEAM 17*	£10.99	BEAT'EM-UP
10	✪	**EYE OF THE BEHOLDER 2**	*KIXX XL*	£16.99	RPG

ARCADE POOL



LIBERATION



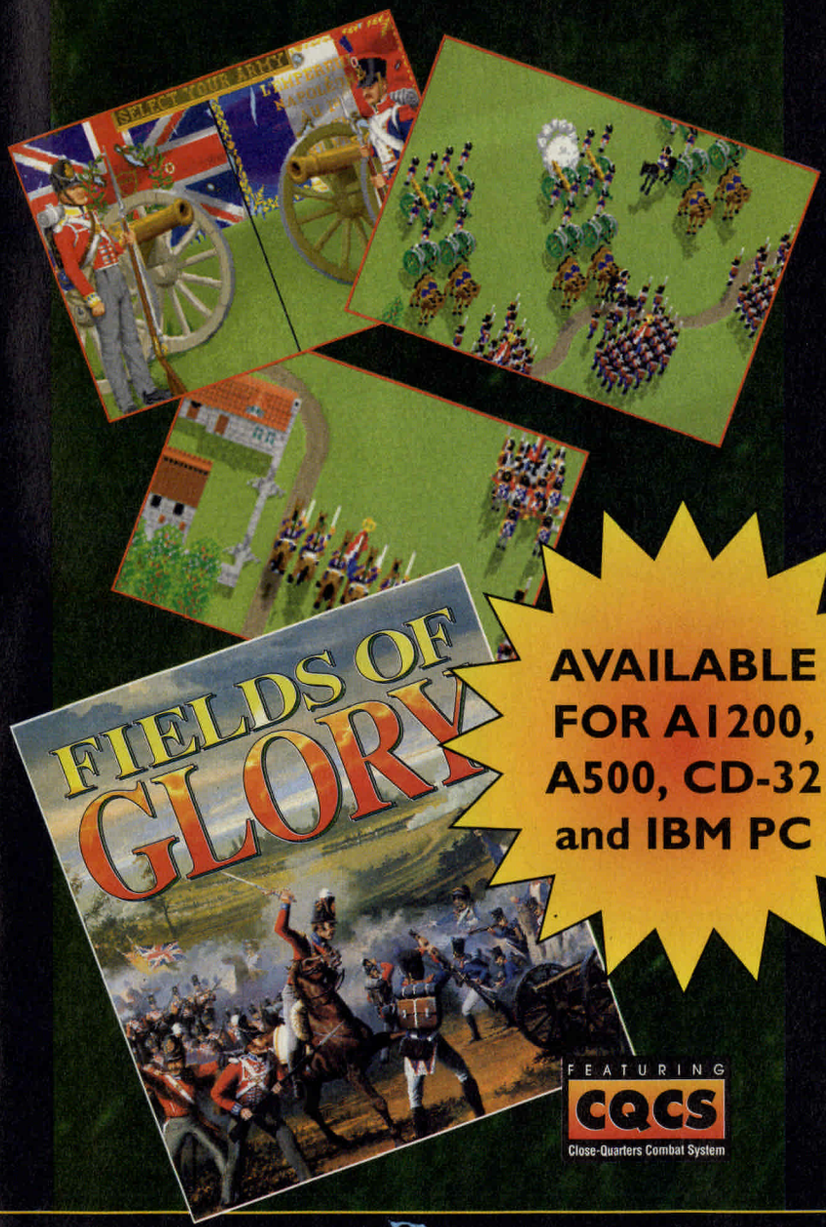
CD32

1	✪	**ZOOL 2**	*GREMLIN*	£24.99	PLATFORM
2	2	**FRONTIER: ELITE 2**	*GAMETEK*	£29.99	ARCADE STRAT
3	✪	**HUMANS 1&2**	*GAMETEK*	£29.99	PUZZLE
4	✪	**NIGEL MANSELL**	*GREMLIN*	£25.99	RACING
5	5	**HEIMDALL 2**	*CORE DESIGN*	£24.99	ADVENTURE
6	7	**ULTIMATE BODY BLOWS**	*TEAM 17*	£29.99	BEAT 'EM-UP
7	1	**BANSHEE**	*CORE DESIGN*	£25.99	SHOOT 'EM-UP
8	✪	**FIREFORCE**	*ICE*	£29.99	SHOOT 'EM-UP
9	✪	**CASTLES 2**	*INTERPLAY*	£29.99	STRATEGY
10	10	**LIBERATION**	*MINDSCAPE*	£29.99	STRATEGY

★ = *RE-ENTRY* ✪ = *NEW ENTRY*

FIELDS OF GLORY

TOUGH DECISIONS AS THE BATTLE RAGES



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S I M U L A T I O N

MICROPROSE

The Assassins
killing in the name

Their compilation disks are without doubt the most popular and requested PD disks available; take a brief look through any PD library catalogue or even at an ad within these very pages and the chances are that somewhere or other you will see a brief mention of the Assassins.

Their PD compilations are rated the best in the Amiga world and with the release of their first CD imminent the Assassins seem poised to make a killing. But there has always been an air of mystery about these men from the North East. Who are they? What do they look like? And why do they devote their lives to the Amiga PD scene? Neil went to Sunderland to find out

Stu Morton, Bill Woodcock, Bryan King and Arty Carhart came together because of their love of home computers and their general displeasure at the way in which users were constantly being ripped off by PD libraries.

The group started around 1988 when Bryan, the eldest member of the quartet, met Arty through some Commodore 64 contacts: "Arty and I began to correspond and it soon became clear that we had quite a lot in common. The thing that really got us together though was our disappointment with the quality of the PD disks that were available.

"Not that the stuff on the disks was particularly bad, but there just wasn't enough there to justify the prices which were being charged for the stuff. It wasn't uncommon – and still isn't – to find disks which contain only one game and are no more than 20% full. That's why the Assassins really came about."

Bill and Stu became members of this elite club some time later, again as a result of correspondence - this time with Amiga contacts - and the team that exists today was formed.

Mouthpiece

Stu is the main mouthpiece of the group and is well aware of the reasons for the undoubted success of The Assassins' compilations: "As Arty says, we're not best impressed with organisations who don't fill their disks to capacity, and our main aim is not to be like them. Not only are our disks as full as we can possibly manage, but they contain what we consider to be the best quality games and utilities."

Arty chipped in: "Something else which makes our stuff stand out from the crowd is the Assassins menu screen which shows graphical representations of each game contained on the disk. It only takes up a small amount of memory and gives everything we release a special Assassins identity."

You'd think with their widespread publicity and international popularity that these blokes would be absolutely loaded, but alas you would be wrong. Bryan and Arty both have full time jobs (they may well be loaded but it certainly isn't as a result of their association with The Assassins) and can only devote their leisure time to the group, while Stu and Bill take care of all the queries and administration on a day-to-day basis.

Bill explains how it works: "Basically we're just a group of friends who enjoy what we do. We're not out to rip off the public by selling inferior merchandise at inflated prices. We see ourselves as more of a club."

The Assassins are rapidly approaching their 200th compilation release and are also in the final stages of producing their very first CD.

Arty is especially excited about the CD's quality and appeal: "When it's finally finished and available it will wipe the floor with anything else that is currently on the market.

"There will be getting on for a thousand games on the CD including all the Assassin's compilations, and we are going to include a really user friendly menu system which tells you which control method is required for each game before you have actually loaded it. The music will be something special too, as we've bought the rights to use a soundtrack which a local band have put together."

Bill and Stu especially are hoping that the CD will mark the beginning of a new era for the Assassins, making it into a commercially viable operation at last.

Compilation

Any major success won't go to their heads though, you can rest assured on that point. Anyone who has seen an Assassins compilation will know of the front-end screen which invites you to contact Stu or Bill if you encounter any problems with the disk, and if you have ever felt the need to ring one of the numbers there, you will realise just how friendly and helpful these guys are.

Bill is adamant that this is the way things are going to stay: "We get all sorts of calls and we are always more than happy to help people out who

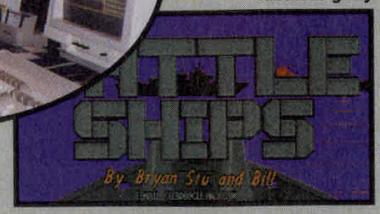
Bill is the man behind the presentation of the menus on the Assassins disks

The Assassin's 200th compilation celebratory disk contains their very own version of Battleships

Stu stifles a snigger as I struggle to get to grips with the camera

The title screen of the much mentioned Battleships in all its fabulous glory

Of...

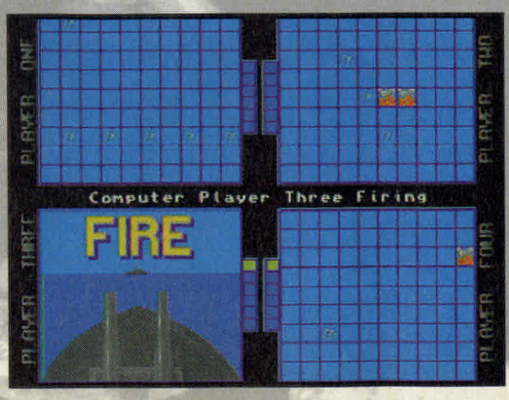


Seated at the front from left to right, Bryan, Arty, and Stu. Bill is standing at the back in the stripey T-shirt, and Bryan would like us to stress that he has got his teeth in

are experiencing problems with our disks. We have even replaced faulty copies of our compilations which people have bought from other PD libraries, but it's all good customer relations as far as we are concerned.

"If people come to us for help they may want to come back to us for our disks rather than go back to the PD library where they buy them from at the moment."

The forthcoming CD will only be available from the Assassins and there is also a plan in the pipeline to set up a membership scheme which, for an initial outlay of a small registration charge, will entitle members to 20% discounts on any disks which they may wish to order in the future. With any luck the CD release will see the Assassins right in the financial department, and as long as they keep receiving demos, there is no reason why there shouldn't be more compilations and CDs to come.



The Assassins version of Battleships features a multi-player option which no multi-player version of Battleships should ever be without, er... obviously

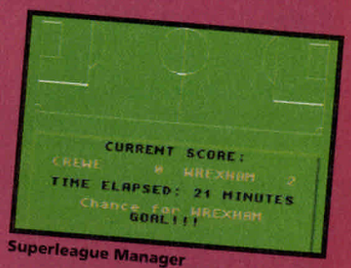
The games the PD people play

We ask the top PD programmers to list their top five PD programs

Stu, The Assassins
1. Beetle
2. Crazy Sue
3. China Challenge
4. Boulderdash
5. Artillerus 2

Blackdawn

Michael, Pathfinder PD
1. Blackdawn
2. Superleague Manager
3. The Unusual Case of Doctor Strange
4. PD Chess
5. Sealance

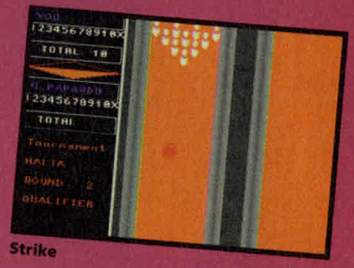


Superleague Manager

Mark, Easy PD
1. Galaga
2. Bondmine 12
3. High Octane
4. Starbase 13
5. Speccy Classics

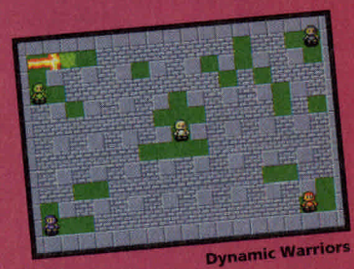
Kellogg Express

Dave, Underground PD
1. Kellogg Express
2. Megaball 3
3. Galaga
4. Bat Dog
5. Zombies 2



Strike

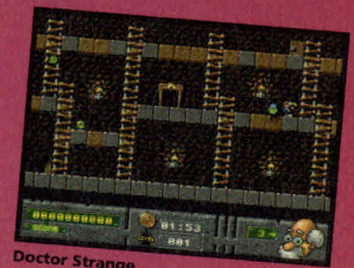
Lisa, Bus Stop PD
1. Strike
2. Bomb Jacky
3. Amos Cricket
4. Neighbours, the Adventure
5. Tanx 'n' Stuff



Dynamic Warriors

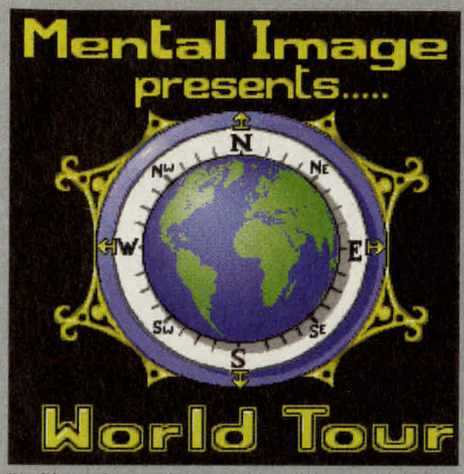
Rob, 17 Bit
1. High Octane
2. Klondike AGA
3. Dynamic Warriors
4. Scorched Tanks
5. Donkey Kong

Paul, Mental Image
1. Super Obliteration
2. Llamatron
3. Revenge of the Mutant Camels
4. Cyad
5. Morton Strikes Back



Doctor Strange

Mental as anything



World Tour is one of three fruit machines which form the Bandit Mania package

Straight from the mind's eye

Fruit Machine funsters Mental Image open their hearts and reveal all about their Amiga PD adventures

Mental Image are a PD/Shareware organisation who don't mess about when it comes to turning their ideas into reality. This eight-strong group, famed for their fruit machine collections The Winning Post and Bandit Mania, not only program their own software, but market it and distribute it themselves too.

Formed prior to the CES show in 1990, the original members of Mental Image met on Compunet and before long were producing a three-game disk of their own. Mental Image's Director, Paul Robertshaw, freely admits that, being newcomers to the Amiga software industry, they were a bit naive at the time:

"To be honest we had no idea what to do with it, so we just sent it to every PD house, gave it away at all the shows and hoped for the best. Thankfully it did really well and a lot of the PD houses contacted us and introduced us to new friends that we still have today."

A bit on the side

One of these new contacts was Dave Robinson, head man at the now-defunct "A Bit On The Side" PD company, and it was he who first got Mental Image interested in the idea of writing a fruit machine program.

Paul continues: "Although there were already some good fruit machines about, they were for the most part written in AMOS or Basic.

"We realised that by coding the game completely in assembler and making the reels spin more realistically we would be able to produce an immensely popular fruit machine simulation." This was the beginnings of The Winning Post, their popular first game.

Now, with the release of a second fruit machine compilation called Bandit Mania, Mental Image's future is looking extremely bright. Or is it?

"Well, we would love to carry on with the Amiga," says Paul, "but piracy is really crippling us. The Winning Post was heavily pirated, and although Bandit Mania has only been on sale for three weeks it has also been widely spread. This is extremely sad and demoralising considering that these games sell at only four and six pounds respectively."

A bit of a depressing note to end on, but Mental Image have promised at least one more Amiga offering before they move on to pastures new. Let's hope that the pirates leave this alone and these hard working people can reap the rewards they deserve.

If you haven't already realised, this page is devoted to Mental Image. Why bother with subliminal advertising when you can provide screenshots like these?

There is certainly nothing wrong with the graphics of Mental Image games

A beginner's guide to PD

Freeware – Software which can be freely copied and distributed.

Shareware – A software demo which is either crippled or timed in some way to give a user a taste of the full package. The full game or utility can be obtained by registering your name with the programmer and paying a small fee.

Licenceware - One company has the sole rights to a program but uses PD libraries to distribute it. All parties – the PD libraries, the Licenceware company and the programmers themselves – then take a percentage of any money which is made. Large software companies operate in a similar way, but with everything on a much larger scale.

BUS STOP PD

UTILITIES

CATALOGUE WORKSHOP (2)
ICON DESIGNER
GRAPHICS RIPPER
ELECTROCAD'
EMULATORS
SID V2.0
TOOLS 3
MED V3.2
OPTICOMMS
LITTLE OFFICE
BUTCHER
CARTOON BRUSHES
P.S. FONTS (10)
TYPE 1 FONTS (5)
D LOCK
RIM DATABASE
DISNEY CLIPS
PRO DEMO CREATOR
D COPY V3.1
DPAINT FONTS (10)
MINIMORPH
VISICALC
CRUNCH AND COPY
ST. MODS (10)
J C GRAPH
MAGNUM V1.9
DISK OPTIMISER
QUALITY CLIPS (5)
OCTAMED MODS (5)
AMIGA E
SPECTRUM EMULATOR V17
SPECTRUM GAMES (8)
BEGINNERS BENCH
NO ERRORS
ABC UTILITIES
1200 FIXDISK
AMICHECK
NCOMM V3.0
PRINT A CARD
SLIDESHOW MAKER
MAVERICK V5.0
PAINT AND ANIMATE
SPECTRAPAINT
LYAPUNOV AGA
TYPING TUTOR
DCA COPY
BITMAP FONTS (5)
MUSIC RIPPERS
SKICK

GAMES

GALAXY BLAST
Q BLC
SEVEN TITLES
DELUXE PACMAN
BATTLE CARS 2
QUIZMASTER
TOMCAT
ATOM SMASHER
CATACOMB
CARD GAMES
TETREN
GHOSTSHIP
POD
TENNIS
STRIKE 10 PIN
POOL
OLYMPIAD (2)
OBLIVION
SLAMBALL
ARTKILLERUS
SERENE
ESCAPE
NEIGHBOURS (2)
SKYFLYER
TOTAL WAR
CRAVE
WREX
BACKGAMMON
SEA HEIST
MICROMARKET
MR MEN OLYMPICS (2)
BILLY BURGLAR
SUPER PRIX
IRON CLADS (2)
SQUIGS
CASHFRUIT
DOMINOES
SORRY
SCORCHED TANKS
STEWARDS ENQUIRY
SOLAR LORDS
VCHESS
OAK ATTACK
SON OF BLAGGER
TANK N STUFF
SWORD OF WARLOCK (3)
SLIME
GOBBLERS
100 GAMES (7)

MUSIC

PET SHOP BOYS
JESUS ON E'S (2)
DOOP
LAWNMOWER DETH (2)
MERCILESS
NAPALM DEATH
K.D. LANG
MY WORLD
MISERY
SIMPLE MINDS
SWEET CHILD
JACK DEE
THE UNFORGIVEN (5)
LSD DTORY (3)
9 FINGERS (2)
DREAM TIPPING
CLASSIC MUSIC (2)
I LIFT MY CUP
THE PROCLAIMERS
AMSONIQ 6
FAIRLIGHT 242
TOTALLY TEKNO

SLIDES

CRY FOR DAWN
THE PRISONER
WATERSHIP DOWN
DRACULA
SHARRON STONE
YABBA DABBA
GIRLS OF SPORT
PAULINA
MOVIE STARS
ROBIN HOOD
CHER
FERRARI
MOTORBIKES (2)
AIRCRAFT
MANGA MANUALS
TRUE BLUE (2)
GARFIELD (2)
DEEP SPACE 9
IRON MAIDEN (4)
WENDY JAMES
JIMI HENDRIX (2)
CORNCIRCLES

GLAMOUR

PLEASE STATE OVER 18
CELEBRITY SPECIALS (5)
CLASSIC GIRLS (4)
THE FOX
SUPER GIRLS 3
SEXY DROIDS
BEYOND FORCE (2)
SEXY DREAMS
UTOPIA (4)
BO DEREK
MARIA WHITTAKER
KATHY LLOYD
MADONNA SEX (3)
DOMINA (2)
SABRINA
TATJANA
MAYFAIR (3)
NAKED DREAMS
BFPO (3)
SEXPLOSION (3)
STRIPSLOTTER

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PD

Time for a change this month we think. The gibberi

GLOBAL THERMONUCLEAR WAR Set the angle of elevation, set the distance and burn some Ruskies

Global Thermonuclear War

17 Bit *Disk no. 3179*

There have been thousands of games along these lines launched into various PD markets. You know the type; select your angle of elevation and distance, click your mouse button and away goes your missile. If you've got the parameters right, you'll score a hit.

Global Thermonuclear War is a variation on this theme along the lines of the dreaded battle between NATO and the Warsaw Pact. The only way to win is to wipe out your opponents' cities using tactical nuclear warheads.

Although the subject matter is rather grisly, I found myself enjoying playing this. If you can stomach the idea it can be quite good fun.

Ambassador Professional Fruit Machine

F1 Licenceware *Disk no. F1-038*

Cash-guzzling fruit machines seem to be spectacularly popular when they get converted to computer formats. Mental Image found success with their Winning Post and Bandit Mania products and now

AMBASSADOR PROFESSIONAL FRUIT MACHINE Yet another fruit machine simulator arrives, hot on the heels of Mental Images' efforts

F1 Licenceware throw their hat into the one armed bandit ring.

I quite like this, for the simple reason that, even though I am not a great fan of the real thing, this seems to be quite realistic. It's all there, holds, nudges and chances, and as far as there can ever be skill in a game of pure chance you are given the opportunity to shine if you possess it. Definitely a more than competent little game.

Tumbler Street

17 Bit *Disk no. 3185*

Every once in a while something completely different rears its head.

TUMBLER STREET Strangest PD game I've ever seen. Watch carefully and guess where the ball is.

Tumbler Street is such an event, and if the date on the program is to be believed it was programmed some five years ago.

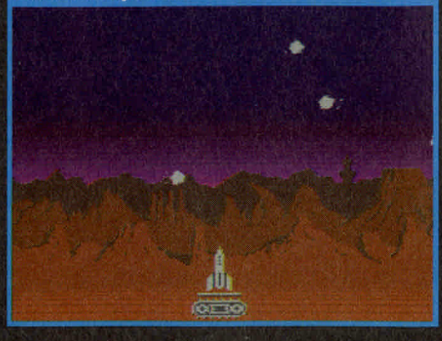
This is one of those 'ball under this cup, guess where it is now' games that Paul Daniels is famed for. You can bet various amounts on whether you'll get it right or not, then watch a clever animated sequence in which the street merchant shows you the ball, places it under one of the three tumblers then swiftly switches them around. If you've managed to follow the action correctly you'll be able to tell where the ball is.

The game has very little in the way of long term appeal, but for a while you'll have the time of your life.

Galaxy Wars

17 Bit *Disk no. 3189*

Apparently this was one of the first arcade machines ever, although I've never actually come across it myself. It's quite a simple idea, but remarkably good fun nonetheless. There are several flying saucer-type objects at the top of the screen and the idea is to guide your missile up through the asteroids to where the targets



GALAXY WARS Top nostalgia fest for anyone who remembers this classic arcade game. Unfortunately I don't

ng Neil has been relieved of his PD duties by Steve

STEWARD'S ENQUIRY Horse racing frolics aplenty in this very basic gamble 'em-up, once again from Bus Stop

are lurking.

If you manage to get one you start again at the bottom of the screen and have to go for it again. Manage to clear the screen and, as was the norm in those days, nothing changes in terms of looks but everything gets that little bit more difficult and speedy.

A good fun game, if a little too simple for my tastes.

Steward's Enquiry

Bus Stop PD *Disk no. N/A*

Yes, it's a horse racing game. It's got awful graphics, terrible music, and it's very simple. It's also very enjoyable. I'll admit that it didn't keep me interested for very long but it didn't do too badly.

All you have to do is pick a horse, bet on it then watch the race. If you win, you win, if you don't, you've lost some money. You can also buy a stable and own your own horses if you're desperate for something deeper, but I was perfectly satisfied at the shallower end.

Introgash Adventure

17 Bit *Disk no. 3171*

The text adventure lives on. Praise the Lord etc... At least it does in the minds of 17 Bit software and the programmers of Introgash. A type-in adventure with the most basic of graphics is what this is, and you should already know whether you are going to like it or not without me having to tell you.

If you are one of the old school who doesn't mind a bit of finger effort in solving a puzzle then you'll be away with this. If you hate having to do any more than just click, you would be as well to avoid this. I like it but that says more about me than the game.

Strike

Bus Stop PD *Disk no. N/A*

No, it's not a signal worker simulation, it is in fact yet another tenpin bowling game. There have been so many of late that they have all become a big blurry mess in my mind and I now find it impossible to distinguish between them.

This one has all the features you need to provide a competent simulation of the inexplicably popular sport, and if you can work out the ridiculous scoring method or are a fan of the game you should be in for a treat.

INTROGASH ADVENTURE The text adventure lives on, at least in the minds of players of the Introgash Adventure

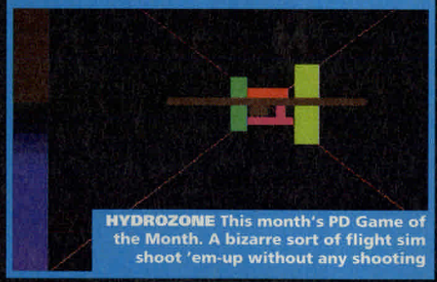
Game of the Month

Hydrozone

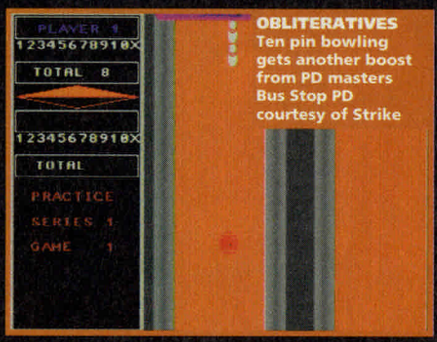
Skull Army Software *Disk no. N/A*

This shareware effort, from little known Skull Army Software, could with a lot of polishing pass for a commercial release. As it stands at the moment it is a far better than average PD game, the first in fact to earn our all-new PD game of the month accolade.

I was highly dubious to begin with, but my doubts were soon dispelled as the fast and furious gameplay took a hold. Very reminiscent of an old Amstrad game I used to have which masqueraded under the title 3D Starstrike. This kept me occupied far longer than anything else on offer this month.



HYDROZONE This month's PD Game of the Month. A bizarre sort of flight sim shoot 'em-up without any shooting



OBLITERATIVES Ten pin bowling gets another boost from PD masters Bus Stop PD courtesy of Strike

Contacts

Bus Stop PD: 2 Wycliffe Terrace, Gilmorton Road, Lutterworth, Leics, LE17 4DX. Tel: 021 327 8574
Skull Army Software: 58 Aln Street, Hebburn, Tyne & Wear, NE31 1XT
17 Bit Software: 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH. Tel: 0924 366982

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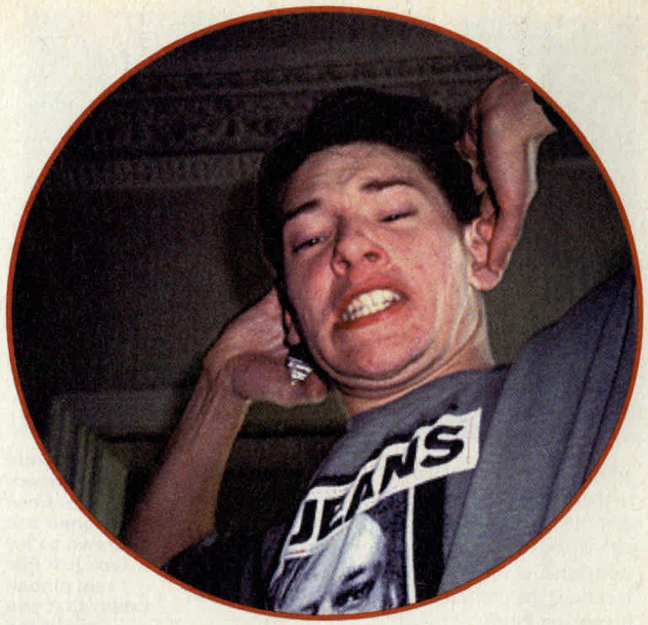


load ore balls

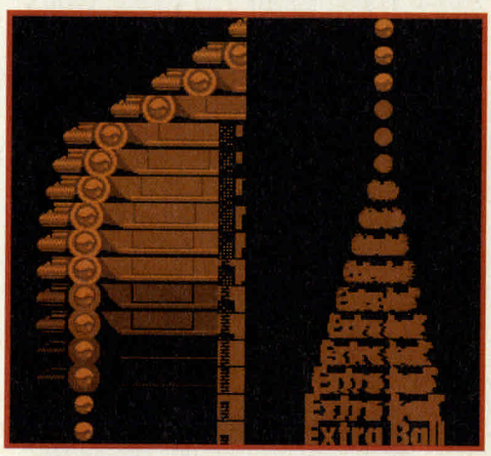
part 2

Those fun loving guys at Digital Illusions have been hard at work the last couple of weeks coding and improving their forthcoming silverball fest, Pinball Illusions. They've even managed to find time for a little swimming too

BY THE DIGITAL ILLUSIONS GEEZERS

Hi dear Amiga Action dudes! DI are back with another inside report from the totally excellent Pinball Illusions. So, let's skip the modesty and get on to find out what we've been doing the last two months (as if anybody would know that over here).

Well, first of all, we now have three of the table layouts and two of them drawn. About 450k of animations have been done so far, of which 300k are used for table one. The second table has been honoured with the splendid name "BabeWatch" as you're supposed to do anything for a good babe. So far we have come up with Beach Gym, Chicken-Race, Burger Eating, Casinos, Surfing and a few other amazingly useful features to get all the gals flocking around you.

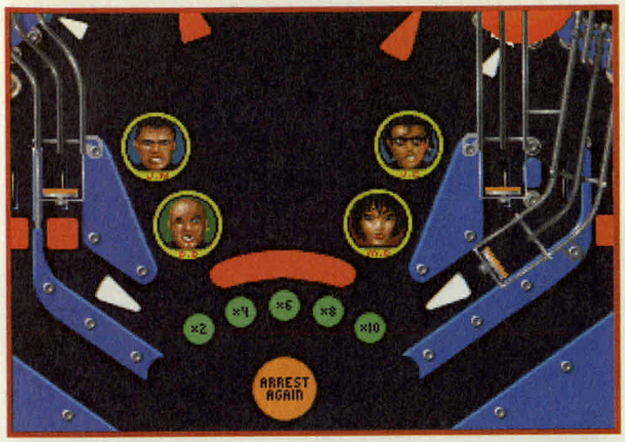


Far left: The infamous "Babewatch" table with its surfers, casino and politically correct theme
Inset left: Apparently this is a picture of Bo, who we mistakenly referred to as Patrik last month
Above left: An extremely early version of the menu screen. Attack of the Multi Cheerios or what?
Above centre: The Digital illusions gaffe, where all the hard work takes place – swimming aside
Above right: We've no idea what this is meant to be. Something to do with an extra ball no doubt
Inset top right: Tragically Markus looks a bit like Michael Portillo. The poor unfortunate sod

The first table has improved quite a bit with seven modes now working almost every time you try them. The gfx have been revised slightly, but you can still see what it's supposed to look like.

Another nice feature we've put in is the

A load more balls



The table layouts which have been designed and drawn so far look just like real pinball tables that you might see down your local amusement arcade or pinball emporium. The colours are awfully nice too. Coo!

animated parts of the table: the slingshots have a rubber band blopping out whenever they're activated, and there are new lights that cause reflections in the surrounding graphics. Additionally we've added a lot of effects, including the modes: Drugbust, Jail Break, Sniper, Bomb and Riots.

A combo-shot mode is included which enables the player to achieve enormous scores if he knows how to hit the ramps in the right order. Scores are now added to everything you can trigger on the table, and almost everything has got some sort of an animation for it.

The modes on table two have been briefly designed up and placed out. Markus has started drawing table four, which will be based upon some sort of adventureland where you go mountain biking, parachuting, bungee-jumping, river-rafting etc. It's got plenty of nice shots from all of the three flippers including a "trapped ball" feature in the middle.

All this reminds me, I have to start laying out table three, as the old table was promptly put in the round archive by everyone around (me included).

Apart from working really hard all the time, we've been out enjoying the summer sun, swimming in the water, drinking beer and having a damn good time.

The swimming took a bit of a turn for the worse the other day when the water turned out to be about one and a half metres deep The lower half of the water was completely gogged with seaweed, and the upper half contained more jellyfish than one could stuff in the back of a 30 ton truck.

We've been working quite hard to improve the flipper routines this time, and we've tried improving everything else as well while we were at it. Just take a look at the table menu. It's got eight animated RAYTRACED(!) objects spread out all over creation. It's actually not any fancy coding at all, but it sure looks nice and it's got a lot of hidden extras waiting for you to find them.

I guess we'll see those hidden things in the mags as many times as we did with the hiddens in Fantasies. I think I've seen the "Extra Balls" cheat in every mag I've read at least once, and a lot of them have had it in as many as three times, not to mention all the times I've seen it on InterNet...

We've also received a faxed copy of the first diary part which contained a photo of a toilet which was a bit blurry. We got really worried that it could be one of the pictures someone took of Markus at the last party, but luckily it wasn't. It was just Markus' first stumbling steps in house decorating.

Another little glitch in the picture section was that all photos claiming to show Patrik Bergdahl actually appeared to show the Hardcore coder Bo Lankinen. This in itself is an achievement though as we'd almost given up hope of getting him exposed to the public. Last year Bo was running for chairman in R.A.A.P. (Really Anonymous Assembler Programmers), but with this scoop we've managed to get him kicked out forever. Anyway, this time we've supplied real photos of Mr. Patrik.

Olof is just about clearing the other two games out of the music department, so it won't be long until we can hear them jingles blow our brains(?!) out. We've planned to put in about 600k of samples for each table, which would give us just about no memory left when everything is loaded up on a 2Mb A1200.

Right, well those are the last ramblings from those "crazy guys" at Digital Illusions for now. We will no doubt bring you more news of Pinball Illusions nearer the release date.

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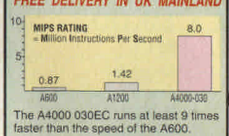

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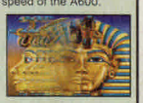

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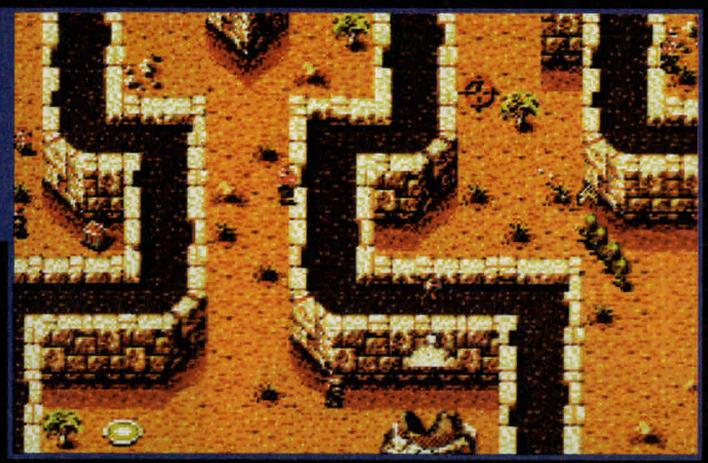
Blue Print

The Blueprint section is absolutely rammed with the latest, most up to date previews around this month, just like it was last month and probably will be next month. If we can be bothered to get any in that is, and it's a safe bet that we won't I can tell you. It's getting harder and harder these days to drum up enthusiasm for the job etc...

Cannon Fodder 2

It's back and this time it's bigger than, er, last time. Sensible Software have been beavering away at the follow up to their massive hit and we take a look to tell you just how things are coming along. Indeed

p64



Megarace

Mindscape come up with the game all CD32 owners have been praying for since laying out for the machine. At last, a game specifically designed around the CD based format

p74

PGA European Tour

Ocean hit the mark and satisfy the thirst of the thousands of golf starved Amiga owners with this conversion of the smash EA MegaDrive bonanza. It's time to dig out those tartan flannels again

p68

Jungle Strike

Remember Desert Strike? Drooled over screenshots of the follow up in the console mags? Well hunger no more because courtesy of Ocean, one of the most popular shoot 'em-ups ever is coming to a screen near you, soon

p70

Plus Mighty Max, Mutant League Hockey, Dreamweb, Lords of the Realm, Litil Divil

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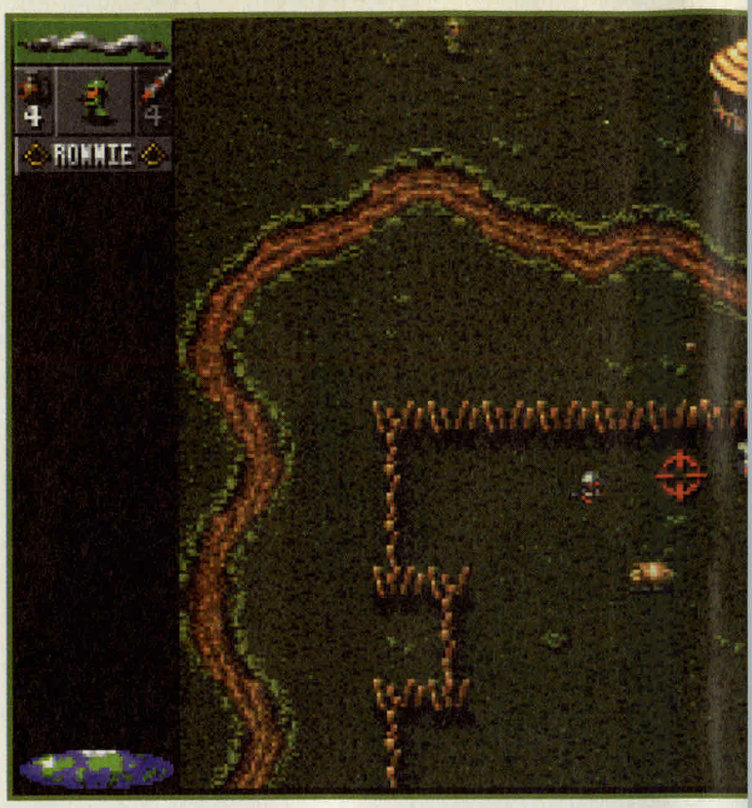
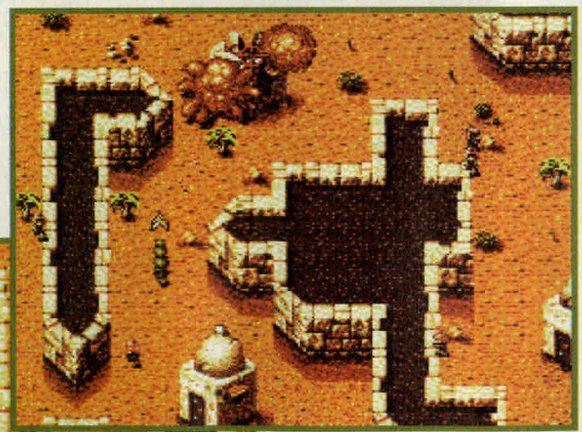
The watchtower is the key to the enemy's defences. If they can't see you coming then they won't know what to shoot at, so a couple of well placed grenades should see you right for a while. The mission format has seemingly remained the same, with the game being divided into a series of missions, each of which is divided into a number of phases. That adds up to a lot of levels and excellent value for money.



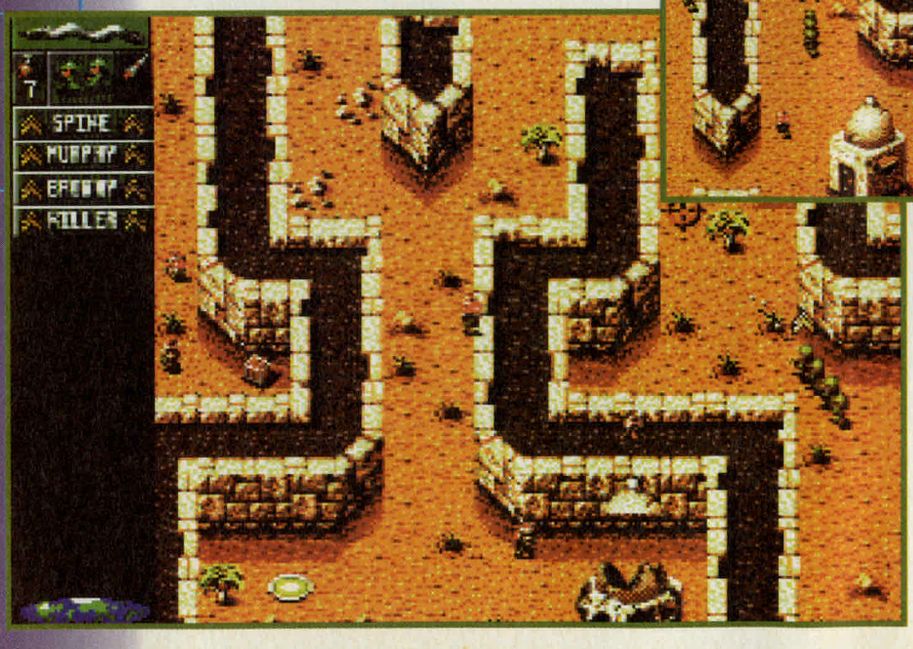
It was absolutely inevitable that a game as stonkingly good as the massive Cannon Fodder would spawn a sequel. What is perhaps surprising though is that it is happening so quickly. Less than a year after the original first hit the shelves to the critical acclaim of well, just about everyone, the follow-up game is already well on its way. Not only that, but it's at the previewable stage of its development. Obviously. With a myriad of brand new features and missions, don't be surprised to see the same name topping the Christmas computer games charts as last year.

Cannon Fo

The boys had better be on their guard creeping up here. There are plenty of places to hide, leap out and stick a grenade down the back of someone's uniform. The game retains the frantic, panicky gameplay of the original and quite right too. Many of the levels are straight out shoot fests but some require a lot more careful thought than others and will more than likely take a few attempts before you succeed.



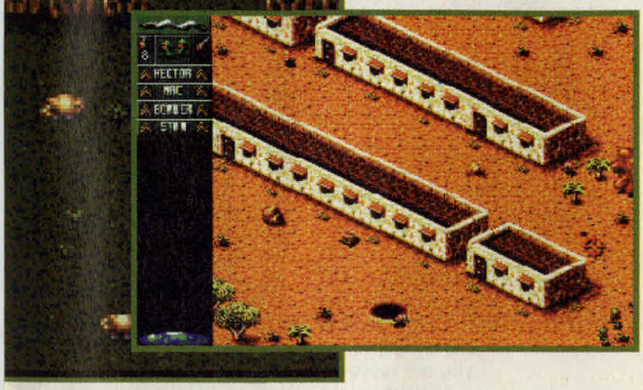
The Beirut setting should add a bit of spice for all the racists and bigots out there, giving them a chance to wreak havoc in the Middle East without fear of reprisals or Fatwahs being issued against them. Actually, the programmers had better be careful not to offend anyone with this game or they may well incur the wrath of the Ayatollah himself and be forced to program games from some hidey hole in Cambridge.



Another new feature in the game is the inclusion of extra vehicles for you to joy ride in such as the rams seen in this screenshot. I'm not entirely sure what they are used for but it's a fairly safe bet that they are going to be ramming something. Hopefully the addition of such things will add more of a puzzle element to the game and make the player think a little bit harder than the previous one did.

As well as the fictional settings from the original, Sensible Software have also incorporated some real places in the sequel. Both Beirut and a medieval level have been included for you to run amok in, in the famous Cannon Fodder tradition. No doubt the whingers and killjoys are already gearing themselves up to condemn this game in the same way they did last time.

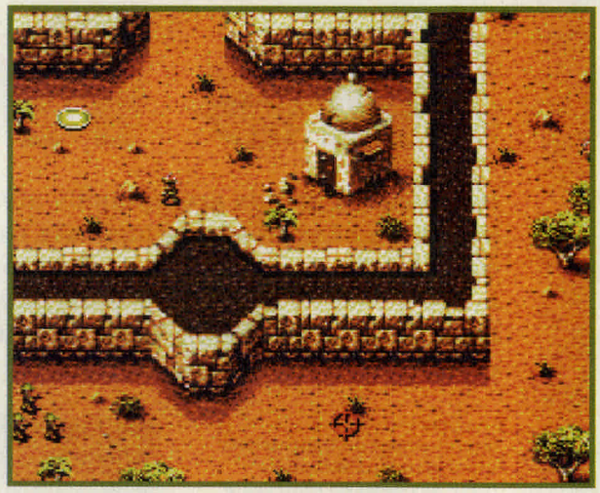
The jungle levels have thankfully remained. These were my favourites from the first game for the simple reason that I thought they created a far more war-like atmosphere than say the ice levels did. You can never be sure whether the enemy soldiers are hiding in the trees, or lurking down a tunnel somewhere so you have to be constantly on your guard.



You have accidentally stumbled across the enemy's barracks. Fortunately for you they are all fast asleep or they would have been feasting on soldier paté for weeks to come (cannibal soldiers probably won't make it into the game to be honest, so don't get excited). If you take advantage of the situation you could wipe out a sizeable chunk of their forces in one fell swoop, strike out a blow for Blighty and help out the war effort tremendously.

Your team have been led down a blind alley into what could well be an ambush. It is unlikely that they will get out of this mess without a fight, and probably a court martial for their incompetent captain. If ever there was a case for the old saying 'look before you leap' then this is it. A bit of thought and planning and this whole situation can be avoided.

dder 2



Cannon Fodder 2's main selling point to those people remarkable enough to have completed the game, and those people who have come to a grinding halt and simply cannot progress further, is that it provides them with an all-new fix of their favourite game. Essentially it all looks pretty similar but you can guarantee one thing, that all the levels will be brand new.

The game promises to be just as hard as its predecessor, if not even more so. The original was damn tricky and I'm not ashamed to admit that I didn't get much past level five last time, and when you consider there were something like 30 levels you should realise that either I'm not the best gamesplayer in the world (the safer bet) or the game was ridiculously tricky. I would say it's a combination of the two to be honest.

Project	Cannon Fodder 2
Publisher	Virgin
Team	Sensible Software
Release	November
Inspected by	Steve

The game is crammed with superb images to try and create the ambience present in medieval times. As ever Impressions have concentrated on providing as much realism as is possible on an Amiga. The castles in the game are actually modelled on the Edwardian castles built in Wales at the time. The players will also be able to design and build their own castles using an interface similar to the one used in Caesar a year or so ago. You will be able to include a variety of styles and even moats, drawbridges, portcullises and arrow slits.

Lords of the Realm

Impressions games are normally aimed at a very small market. A hard core of strategy enthusiasts exists that awaits every release with baited breath, ready to welcome it with open arms. Lords of the Realm will obviously appeal to that group, but I have a sneaking feeling that this game, more than any they have produced in recent times will be for the masses.

Diplomacy is, as you would expect, vital if you are to strengthen your forces to a sufficient level to succeed. There's no point striking out alone as it just won't wash. The best thing to do is make some strong allies, seize power with their assistance and then stab them in the back, Brutus style. It may not be strictly ethical, but who cares? There's nothing quite like a bit of snidey treachery to liven up a dull winter's evening if you ask me.

The graphics are an improvement on Impressions' usual standard, although there has been no noticeable drop in standards in terms of gameplay and detail. The look of the game has a feel of the Settlers about it. There are the usual maps and statistics screens, and this of course means that long time fans of the series will be more than catered for.

Ah yes, statistics I love 'em. You can't beat a good screen full of statistics that's what I always say. And as you would expect they are here in abundance, and very useful they are too. You have to make good use of them if you are to plan a viable strategy. If you can't be bothered you can always be wiped out of the game at an early stage.

In case you hadn't guessed, Lords of the Realm is a romp around medieval England. Billed as an epic strategy game of feudal government, combat and conquest in late 13th century England, the game simulates the tribal conflicts between the conquering Normans and the Anglo Saxons as both sides vie for power. Players will be able to choose between a primarily combat-oriented game and a more peaceful version where they rule the land.

Project	Lords of the Realm
Publisher	Impressions
Team	In House
Release	TBA
Inspected by	Steve

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18th Hole
(CAT 225 – 2 DISKS – NOT 1200). This is a very good looking overhead golf game. Good multi player fun.

3D Games Series
(CAT 849 – 1 DISK). Includes a brilliant 3D adventure game, which is absolutely huge.

Act of War
(CAT 267 – 1 DISK). A very good Space Crusade style strategy game with three missions to do, and an array of weapons.

Advanced Hero Quest
(CAT 1920 – 1 DISK). Let the computer be the game master, and provide the challenge. You need the board game to play.

Deluxe Galaga
(CAT 1974 – 1 DISK). A true classic as far as shoot em up games go, and fantastically professional with it. Re-live some arcade nostalgia now.

Diplomacy
(CAT 1909 – 1 DISK). A very competent computer version of that great board game.

Gnu Chess
(CAT 2042 – 1 DISK – NOT 500). A very good looking playable chess program. Easily one of the best around.

Golden Oldies
(CAT 1308 – 1 DISK). A wonderful collection of arcade classics from the early days. A good nostalgia trip.

GAMES

Grand Prix 93
(CAT 2692 – 1 DISK). A surprisingly deep and highly involved management game.

Gush
(CAT 1209 – 1 DISK). This is probably the best version of Pipemania you can get. Very playable and very addictive.

High Octane
(CAT 680 – 1 DISK). This is a corking overhead car racer for two players. It's full to the brim with thrills and spills, and plenty of weapon pick ups.

Jellyquest
(CAT 2336 – 1 DISK). A sort of Q-Bert puzzler, and a good one at that. Quite fiendish.

Klawz the Cat
(CAT 1735 – 1 DISK). This is a lovely cute platform game, with classic gameplay.

LCD Dreams
(CAT 1789 – 1 DISK). A collection of four old LCD hand held games revamped for the Amiga. Great stuff.

NO I Mine 1
(CAT 920 – 1 DISK). A clever Boulderdash game, with mind boggling puzzles.

NO I Mine 2
(CAT 454 – 1 DISK). More of the same, with tons and tons of frustrating levels.

Pop Quiz
(CAT 2250 – 1 DISK). Test your knowledge of pop history with this pop-tastic quiz.

GAMES

Red Dwarf Quiz
(CAT 887 – 1 DISK). Test your knowledge of the TV series with this Dwarf-tastic quiz. It's very tough indeed.

Road to Hell
(CAT 565 – 1 DISK). Yet more overhead racing in yet another great game. This time you can customise your car as well.

Starbase 13
(CAT 1213 – 2 DISKS). This is an epic graphic adventure with lots to solve. It's very playable, and quite funny.

Survivor
(CAT 330 – 1 DISK). This is a pretty good RPG type adventure game. Simple in play, but hard to finish.

Tetren
(CAT 66 – 1 DISK). Tetren is a very good Tetris clone. It features a good selection of new oddities, and two-player option.

Mr Men Olympics
(CAT 1890 – 2 DISKS). This is a lovely game for kids. It features great graphics which match the original very well.

Total War
(CAT 1043 – 1 DISK). A brilliant version of the board game Risk. Six players computer or human compete, and battle.

Wizard Wars
(CAT 2959 – 1 DISK). This is a very polished RPG type board game. Quite involved and pretty tough to win.

ASSASSINS

Assassins 3
(CAT 104 – 1 DISK). Megaball – great breakout game. Drip-polished Painter game.

Assassins 123
(CAT 173 – 1 DISK). Includes the excellent Artillerus 2 which is brilliantly addictive, and for up to eight players.

Assassins 114
(CAT 185 – 1 DISK). International Cricket is on here, and so is Insectoids 2. Brill.

Assassins 95
(CAT 286 – 1 DISK). Includes two football manager games which are quite different from each other. Very playable.

Assassins 133
(CAT 1139 – 1 DISK). There are two great Columns type games for you on this one.

Assassins 138
(CAT 1348 – 1 DISK). Includes the unmissable game Scorched Tanks. Totally addictive, and great multi-player fun.

Assassins 128
(CAT 1632 – 1 DISK). Three brilliant versions of some arcade classics. Includes: Space Invasion, Deluxe Pacman and Solar System Wars.

Assassins 139
(CAT 2282 – 1 DISK). Includes a good fruit machine game, and weird breakout.

Assassins 135
(CAT 2442 – 1 DISK). Has a brill Backgammon game.

MUSIC/DEMO

Fairlight 242
(CAT 2781 – 1 DISK). Contains a very long video sequence set to the usual techno type music.

9 Fingers
(CAT 383 – 2 DISKS). An audio visual feast brought to you from Spaceballs. It's pop-video tastic and no mistake.

Arte
(CAT 562 – 1 DISK). A graphical extravaganza of a demo with funky-tronic music.

Attraction
(CAT 1243 – 1 DISK). A great music disk with some lovely thoughtful music.

Banging Raves
(CAT 213 – 1 DISK). Perhaps not rave exactly, but a good megamix of some classic tunes. A good mix of styles.

Banging Raves 2
(CAT 514 – 1 DISK). Another good megamix.

Basso Continuo
(CAT 1059 – 1 DISK). Ten excellent funky tunes are on here for your listening pleasure.

Doop Re-mix
(CAT 337 – 1 DISK). A good re-mix of that chart topping tune.

Gastric Ulcer
(CAT 2724 – 1 DISK). A good collection of some very hard rave tunes. Not for the faint hearted listener.

MUSIC/DEMO

Gospel Karaoke
(CAT 10 – 1 DISK). It sounds unbelievable, but it is true. Karaoke Amiga!

Kaos Theory
(CAT 1114 – 1 DISK). It's rave-omatic Amiga time with some seriously hard tunes.

Multi Megamix 2
(CAT 2498 – 1 DISK). An almost commercial quality re-mix of some very famous tunes.

Piece of Mind
(CAT 980 – 1 DISK). A great 3D extravaganza demo with some very classy music.

Scoopex 2 Unlimited
(CAT 2241 – 2 DISKS). Good old Scoopex supplies 3 very well produced 2 Unlimited mixes.

Sequencial
(CAT 547 – 1 DISK). A roller coaster of a demo.

For Your Mind
(CAT 2462 – 1 DISK). Fast video, fast music, a really moving experience for sure.

State of the Art
(CAT 19 – 1 DISK). An all time classic demo. Brilliant visuals and a cracking dance tune.

Star Trek Rave
(CAT 2390 – 1 DISK). Is nothing sacred? Apparently not. A silly story with pictures which provides a good laugh.

Techno Tracks 2
(CAT 1664 – 1 DISK). Awesome music and some great visuals make this a must!!

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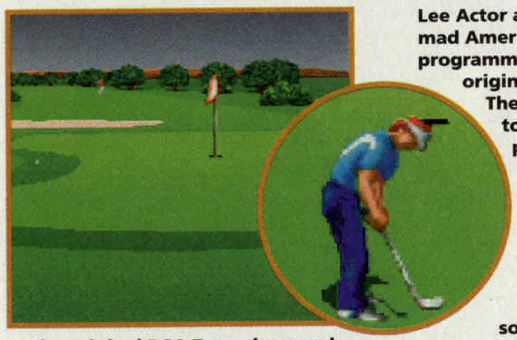
Crest of

Ocean are set to launch an assault on the Amiga over the coming months with a handful of console conversions and console type games. Kid Chaos, reviewed this month, leads the way and there's plenty more where that came from...

The screenshots on this page are from the A1200 version, and the graphics seem a definite improvement on the original. The golfer sprite is almost identical, and although a little updating would have been nice, it portrays every shot well enough. Golfing enthusiasts will be glad to see a portrait of their opponents, should they choose such a mode, and we're reliably informed that they bear a decent resemblance to the real thing.

The third - and reputedly final - instalment in the excellent PGA trilogy first saw the light of day on the Mega Drive earlier this year, courtesy of the ever consistent American publisher, EA Sports. PGA Tour Golf is still seen by many – myself included – as the definitive golf game on the Amiga, certainly in terms of sheer playability, and a sequel is long overdue. Since PGA 2 appears to have been lost in the mists of time, what better way to re-acquaint ourselves with the sport of, er, golfers than to get out our bats and cross the Channel in search of glory and riches...

PGA European Tour



In the original PGA Tour, draw and fade (left and right swing, non-golf fans) were activated by clicking either side of the accuracy point on the stroke meter. This has been modified, and more directed shots are now achieved by accessing the, er, draw-and-fade-o-meter. With practice this should allow, say, straight drives to be hit into a strong wind, but it also means more emphasis is put on the accuracy point. Putting remains the same, via the tried-and-tested grid method.

Lee Actor and Dennis Koble are the two golf mad Americans responsible for the original programming of both Euro Tour and the original and now budgetised PGA games. They aim to create something as close to an actual golfing experience as possible. Fledglings The Dome, (thumbs up for Bob's Bad Day, thumbs down for Last Action Hero) are charged with the task of the conversion.

Five real courses are included as opposed to the original game's four, and you'll be given the chance to show your skills in England, Spain, France, Switzerland and somewhere else, possibly Austria. How close to the actual courses the designers have kept is uncertain, but fairways are narrower than before and should prove tricky to negotiate, especially with the now fluctuating wind.

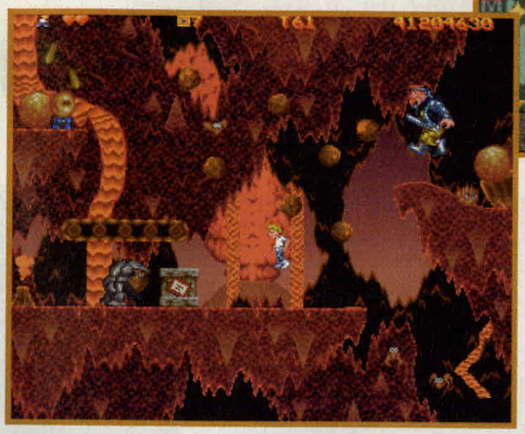
Project	PGA European Tour
Publisher	Ocean
Team	The Dome/EA Sports
Release	October
Inspected by	Paul

f a Wave

Mighty Max

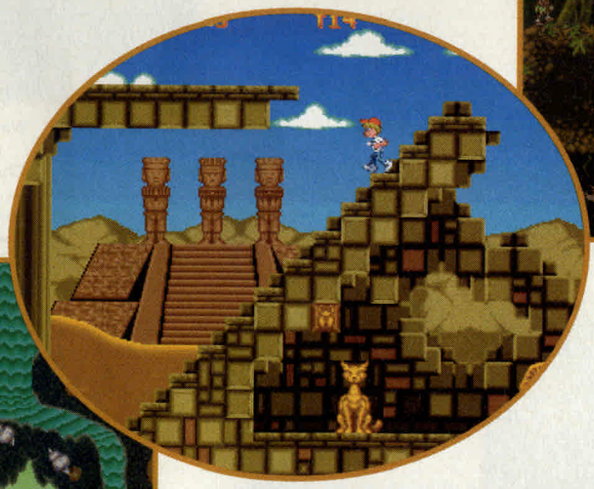
Ah yes, another platform game. I just love 'em. They're my favourites they are. Actually, although I may get just a little sick of the thousands upon thousands of them that come out every day I do enjoy a good one when it comes along. Out to Lunch was excellent, as was Quik the Thunder Rabbit which just goes to show that I'm not biased against them. Hopefully Mighty Max will be such a game, and let's be honest, if it comes up to the standard of last month's other Ocean platformer Kid Vicious then I haven't got much to worry about.

The storyline is fairly humdrum to be honest, but in games like this it doesn't really make any odds anyway. This time someone called the Evil Skullmaster has taken over a portal that allowed the Earth's people to travel around the globe instantly, for his own personal gain. He destroyed most of the portals but kept some open for himself, to store a weapon large enough to destroy the entire world. Oooh, interesting.



On the later levels the game gets tricky in the extreme and will test even the most hardened platformer's ability. Some of the enemies are at least twice the size of our hero and pose quite a serious threat to him. Luckily though he is armed with his trusty Ping Pong weapon which will hopefully be enough to enable you to survive.

As you would expect, Max will come up against many varied and nasty enemies, all intent on bringing your quest to an abrupt and painful end. They include penguins, rock monsters, fireflies, firebugs and mummies amongst others. Not everyone in the game is against you though. Your friends Felix and Bea and the ancient warriors Norman and Virgil will be lurking somewhere, always prepared to lend a helping hand.

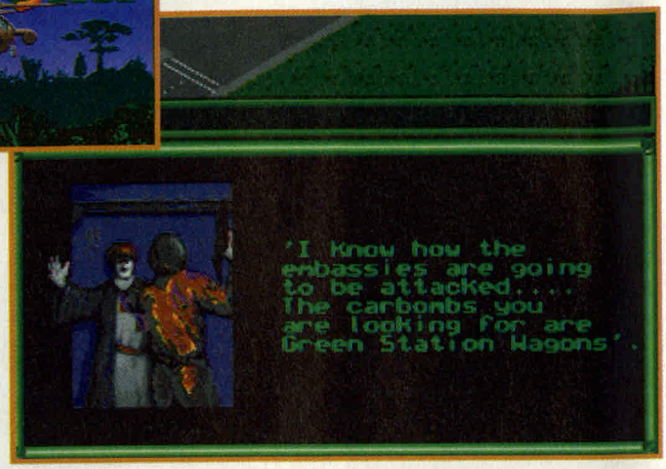


One of the most impressive features of Mighty Max is the way the game looks and moves. Ocean have gone for a cartoony feel and it works very well indeed. The main character is superbly drawn and the animation is a dream for a game of this type. Another plus is that the enemies have obviously had plenty of time spent on them as well, a point so sadly missed by many of today's games.

Project	Mighty Max		
Publisher	Ocean		
Team	In House		
Release	October	**Inspected by**	Steve

Crest of a Wave (cont)

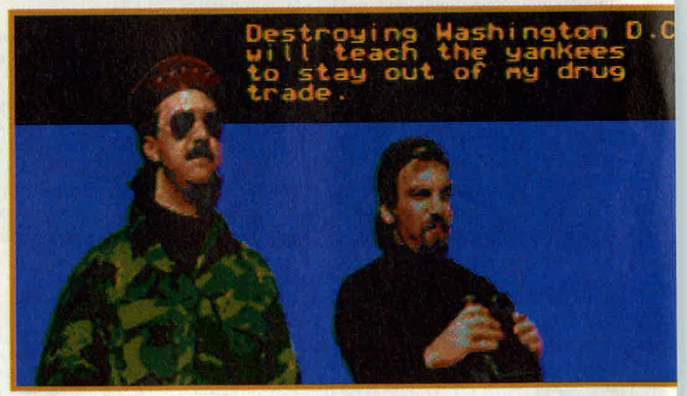
The helicopter handles in a similar way to Desert Strike so anyone familiar with that will be instantly at ease with this follow-up. Jungle Strike promises to be one of Ocean's bigger sellers for a while, if only because it's on the back of the excellent first game which was superior to the Mega Drive version in many ways. Time will tell if this follows suit but from what we've seen up to now there's no reason to believe it won't.



At this stage in the game the screenshots are extremely early. Plenty has yet to go into the scenery and all we've seen to date is the chopper flying around sparse landscapes and a lot of the introductory and cut scenes. So don't take the pictures too literally at this stage of development as there's an awful lot of work to go into things yet.

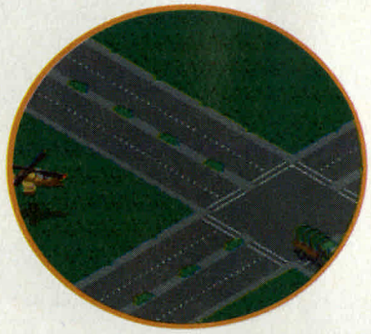
Jungle Strike

In case you weren't aware, Ocean have wrested the rights to publish the sequel to the amazing Desert Strike away from a clutch of other big names. Here we have a first look at what could well turn out to be one of the biggest selling Amiga games of the year. Even though what we've seen is still in its early development stages it's a safe bet that this will top many a chart in the near future.



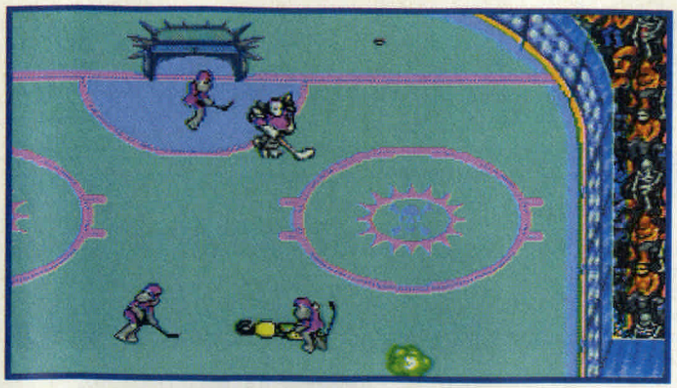
Watch out for a Jungle Strike release in about two months (certainly in plenty of time for Christmas). Touch wood you'll be able to find a full review in the pages of Amiga Action next month, and if it gets delayed or 'slips' as we say in the business, then you'll certainly see it the month after.

As with Desert Strike a map can be accessed that shows you the precise locations of absolutely everything in the surrounding area. From here you can (and indeed will have to) plot your actions very carefully if you are to succeed in any of the missions. Jungle Strike has already been massively successful on the Mega Drive and no doubt Ocean will be hoping to emulate this in their Amiga conversion.



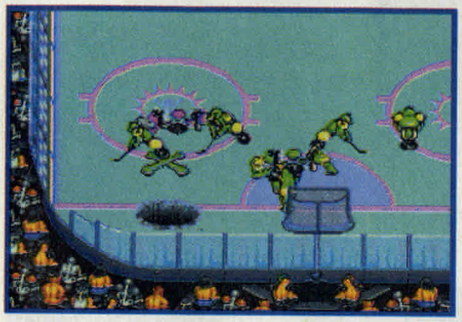
There might be a distinct lack of jungle in these screenshots but at least all the plot has been included. Terrorists plan to attack Washington DC and several other strategic targets in an effort to stop the government's war on drug cartels. To counter this threat you are sent in to deal your own special brand of justice to the perpetrators of these evil crimes with a few large warheads.

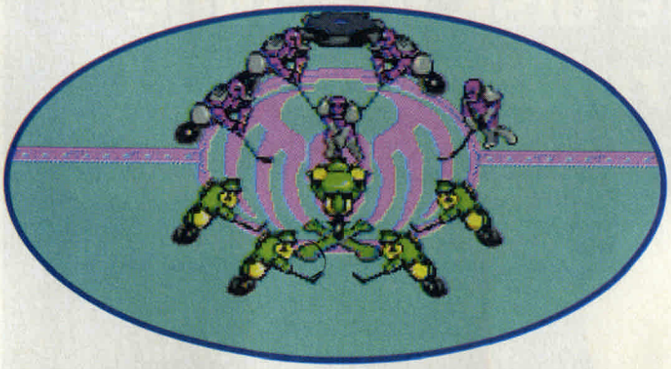
Project	Jungle Strike
Publisher	Ocean
Team	In house
Release	November
Inspected by	Chicken

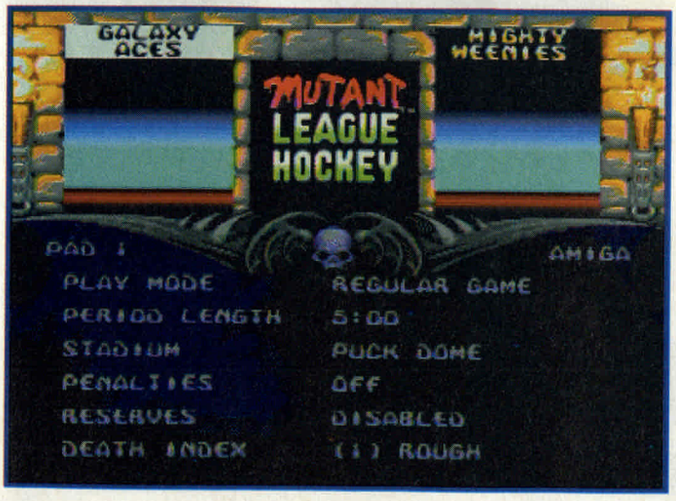


Mutant League Hockey

Finally from Ocean this month comes Mutant League Hockey. Yet another of the games that has made such an impact on the booming Mega Drive scene. In many ways it's similar to Millennium's Brutal Sports series in that you take control of a bunch of mutants and start to play Ice Hockey with them (they're a sporting bunch these mutant races). Of course you end most of their lives prematurely by blowing them up, or away or both. It's all good fun but tragically we haven't got enough room to go into it anymore this month, so have these screenshots and watch out for a full Blue Print in next month's Amiga Action.







Litil Divil

The development of Litil Divil has been a stop-start affair to say the least. Begun almost four years ago the game has been coming out on the Amiga one week, not coming out the next for about as long as I can remember.

The PC version came and went without any sign of the conversion, and then suddenly, out of the blue there it was in all its shining glory on the CD32. Well, not quite, it's almost finished and will soon be making its long awaited appearance.

Sporting absolutely stunning graphics, animation and sound this puzzle game has the potental to become a legend in its own time. The main character is excellent. In fact if you look at the game as a whole it is easy to see why it has taken so long to produce. The quality seeps through and should be an indicator to other software houses that the extra time and effort is worth it.

Litil Divil must work his way around the Labyrinth of Chaos solving puzzles because... well I'm not actually sure why to be honest but it's not really relevant at this stage anyway. All you need to do is drool over the screenshots, dribble with anticipation and starting saving up for when the game is finally released.

Dreamweb
Missing in action?

It must be getting on for a year since we last looked at Empire's big hope for 1994. It's even longer than that since the guys over at Creative Reality embarked upon their ambitious adult adventure game. Here's some good news for anybody who's been waiting for it.

The game has now been finished and just needs compressing before a release later this month. As it stands it's on a massive ten disks but by the time the operation has been completed it will arrive on just three (or four if you hang on for the enhanced 1200 version due slightly later).

To refresh your memories you play the part of Ryan who basically has been given the task of murdering (we did say adult) seven people who each have a part of the mysterious Dreamweb within them or something along those lines. Killing each one releases a part and it is absorbed by you. Only when all seven are dead can the Dreamweb go back to normal. To find out the full gist of what the Dreamweb actually is you'll have to read next month's review because we haven't got the space here to go into it in any more depth.

Other news about the product that may be of interest is that it will probably carry an 18+ sticker which Empire plan to put on voluntarily. This isn't just an elaborate publicity stunt as some of the deaths are quite gory and you've even got a juicy old sex scene in there. It does look very impressive though and for a full review why not reach into your pockets and buy the next issue. Are you ready Mrs. Whitehouse? Oh, you've retired. Sorry.

The unstoppable disk machine
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3

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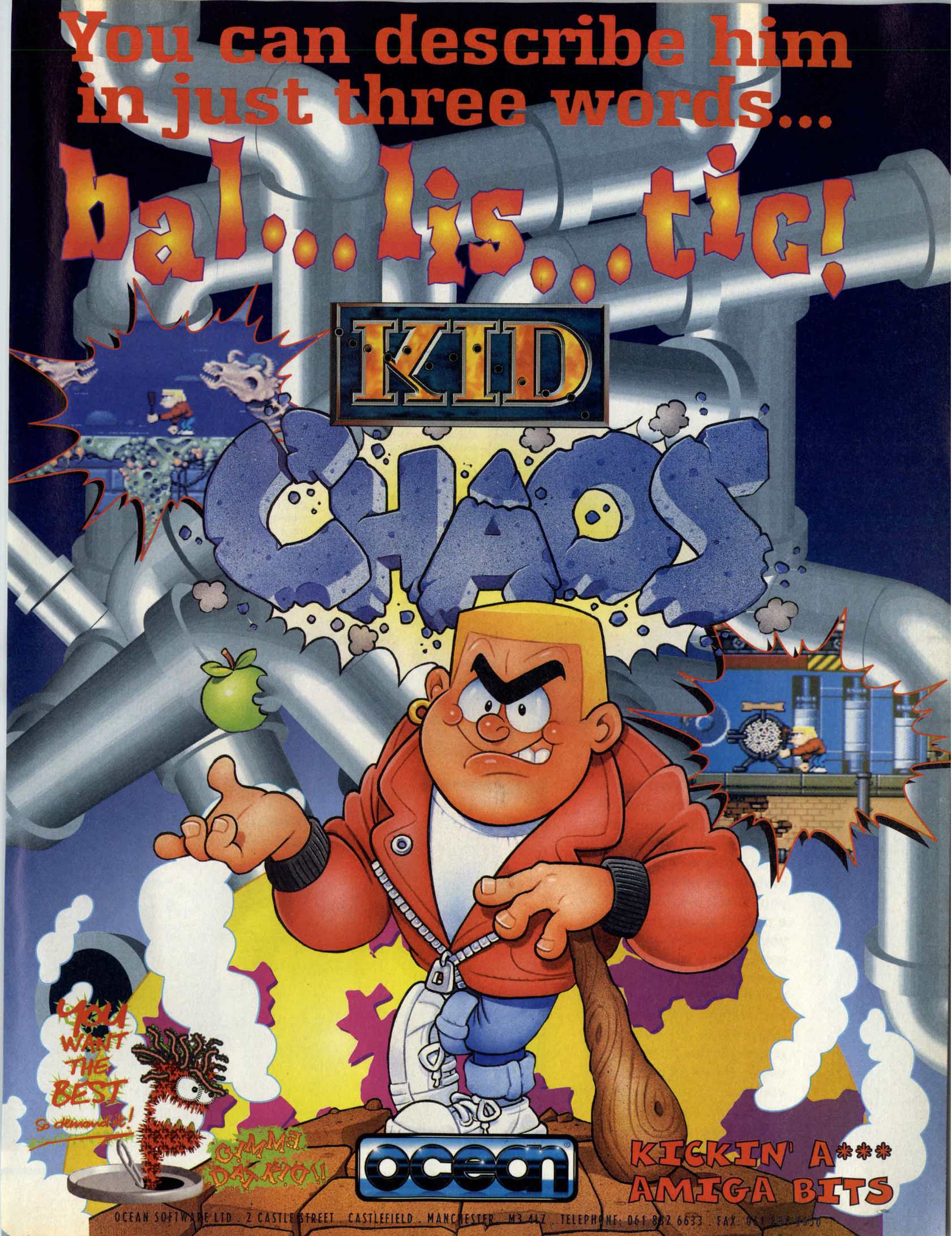
AMIGA ACTION

November issue. On sale 29th September.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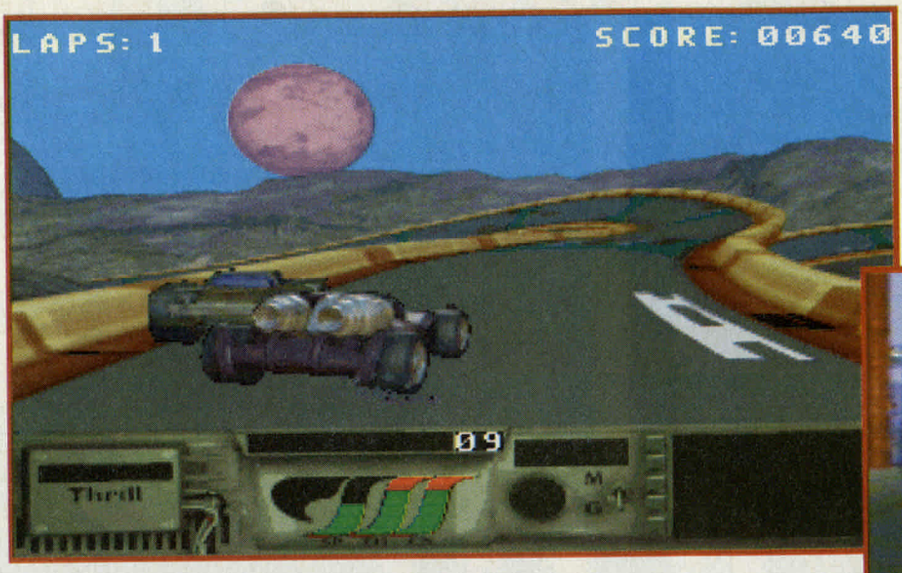
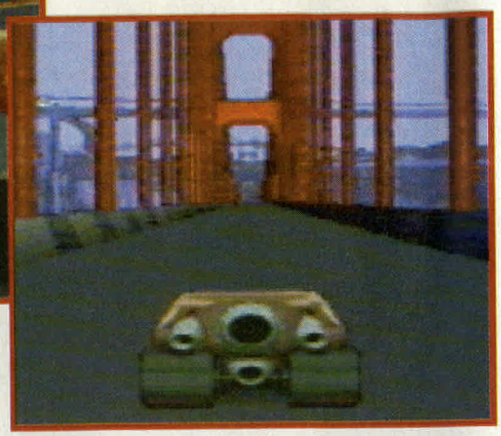


It's neck and neck going around the corner. Whoever makes it round here first will probably hold on top the lead until the end of the whole race. It's probably quite difficult to understand just how smooth things go unless you've actually seen it in operation. A screenshot doesn't really do it justice. It remains to be seen whether the whole thing will come together as planned though. Tune in soon and find out.

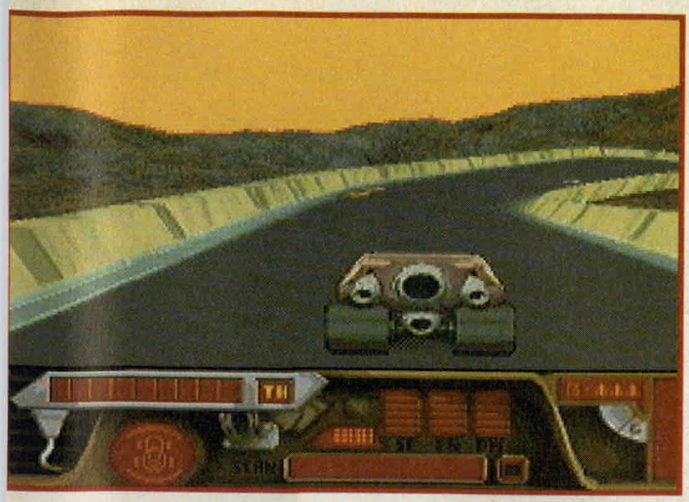


As you can see from the shots, the graphics are pretty nice. Close your eyes and imagine this kind of scenery whizzing by at breakneck speeds. The feeling of motion as you go over a huge hill has never been better. See it to believe it. Concentrate on it too much though and you'll soon be out of the race.

There are many different tracks to race on. We won't go too much into plots and the like here but you are racing for money on a far off planet against fellow mercenaries in the Megarace. they'll be doing all in their power to stop you winning, but yet you must still succeed. Each track has a wonderfully drawn background which rotates smoothly around stretching your CD32 to it's very limits.

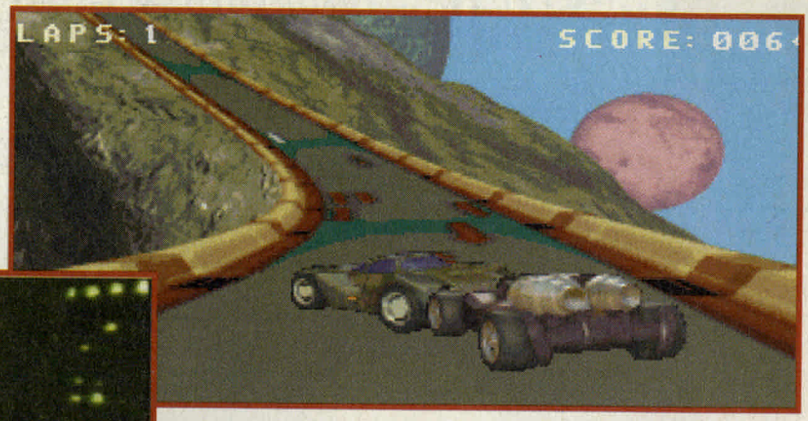
Megarac

If you wetted your lips at last month's first look at this new Mindscape title, you'll be positively gagging to see this month's instalment of Megarace. If your CD32 is crying out for a decent racing game then your wait could be almost over. Mindscape (with the exception of Battle Toads last month) have had some truly excellent releases of late, and have especially shone on the CD front. We were shown an early version of the game with no sound, but even at this stage it's obvious that this will once again be special.

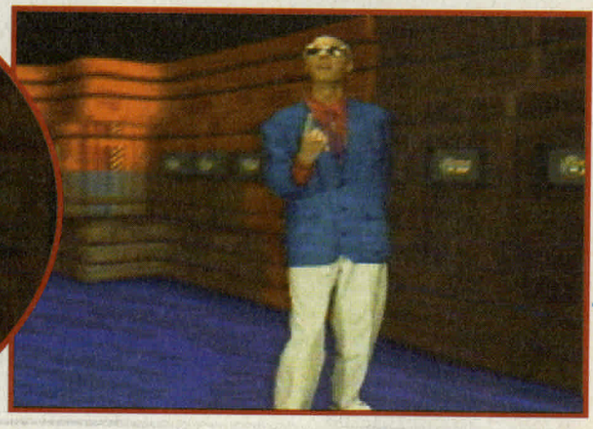


First things first, the version we played had no other competitors racing in it, so you won't see any other cars in these screen shots. Not to worry though, you'll just have to trust us when we say it moves like a dream and that it was tricky enough without any opposition so things will really be spiced up when you're hurtling around corners trying to overtake some other maniac!

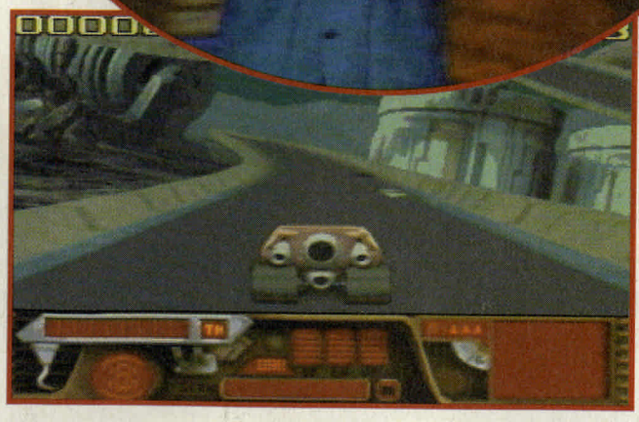
The whole futuristic feel of events is portrayed very nicely. The programmers deserve a hearty pat on the back for managing to achieve this as it could quite easily have gone wrong. Megarace looks like it will find itself on many people's Christmas (Aah, I've said it already) pressie list.



Megarace starts off with an introduction that is identical (if anything, slightly better quality). This sets the scene nicely before the presenter of the Megarace TV show appears and runs through his script. Again we saw it with no sound but we've seen the PC one and can safely say that it really does set the scene and utilises the CD quality well. You won't be getting this on a normal Amiga!



You'll grow to either love or hate this guy. Either way you'll be seeing an awful lot of him throughout the game. This garishly dressed chap is the presenter of the show that you will be starring in. It's a bit Running Man in places but it adds hugely to the atmosphere and achieves what it sets out to do. Whether we'll see anymore of this presenter in the future is undecided at this stage.



Megarace has been programmed in France and the classy feel of the whole thing brings the continental flair across beautifully. A great deal has been put into the presentation, even at this early stage. It'll certainly be interesting to see how the whole things ends up when it's been polished up to perfection. Watch this space for further details.

Some preliminary shots of Megarace. The screenshot on the left was taken from an IBM PC but the CD32 ones will be just as impressive. Indeed, simply cast your eye across these pages to see what kind of standard you can expect when this product finally takes its place on the shelves. If you've been gagging for a CD specific race game then your gag is virtually over.

Project	Megarace		
Publisher	Mindscape		
Team	Cryo		
Release	November	Inspected by	Chicken

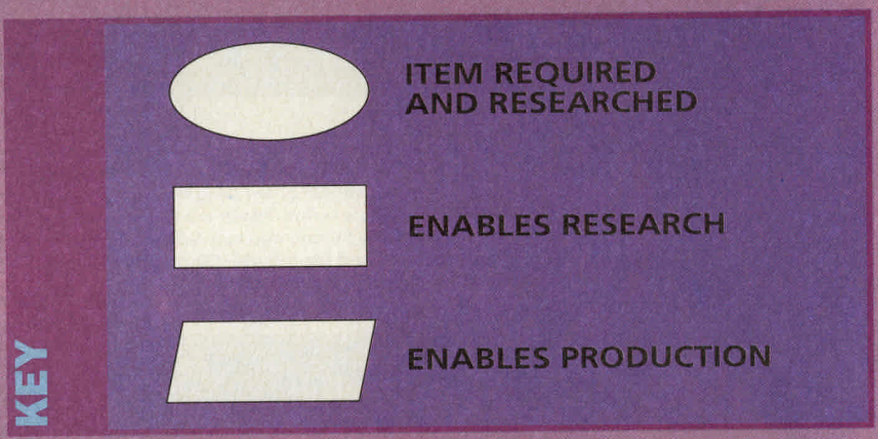
Giving The Game

UFO

PART 2 **You're winning the ground battle, but what about the war in the skies and beyond? The secrets MicroProse have tried to cover up are out. Top scoopsta' Brad Burton tackles the aliens head on and lives to tell the story**

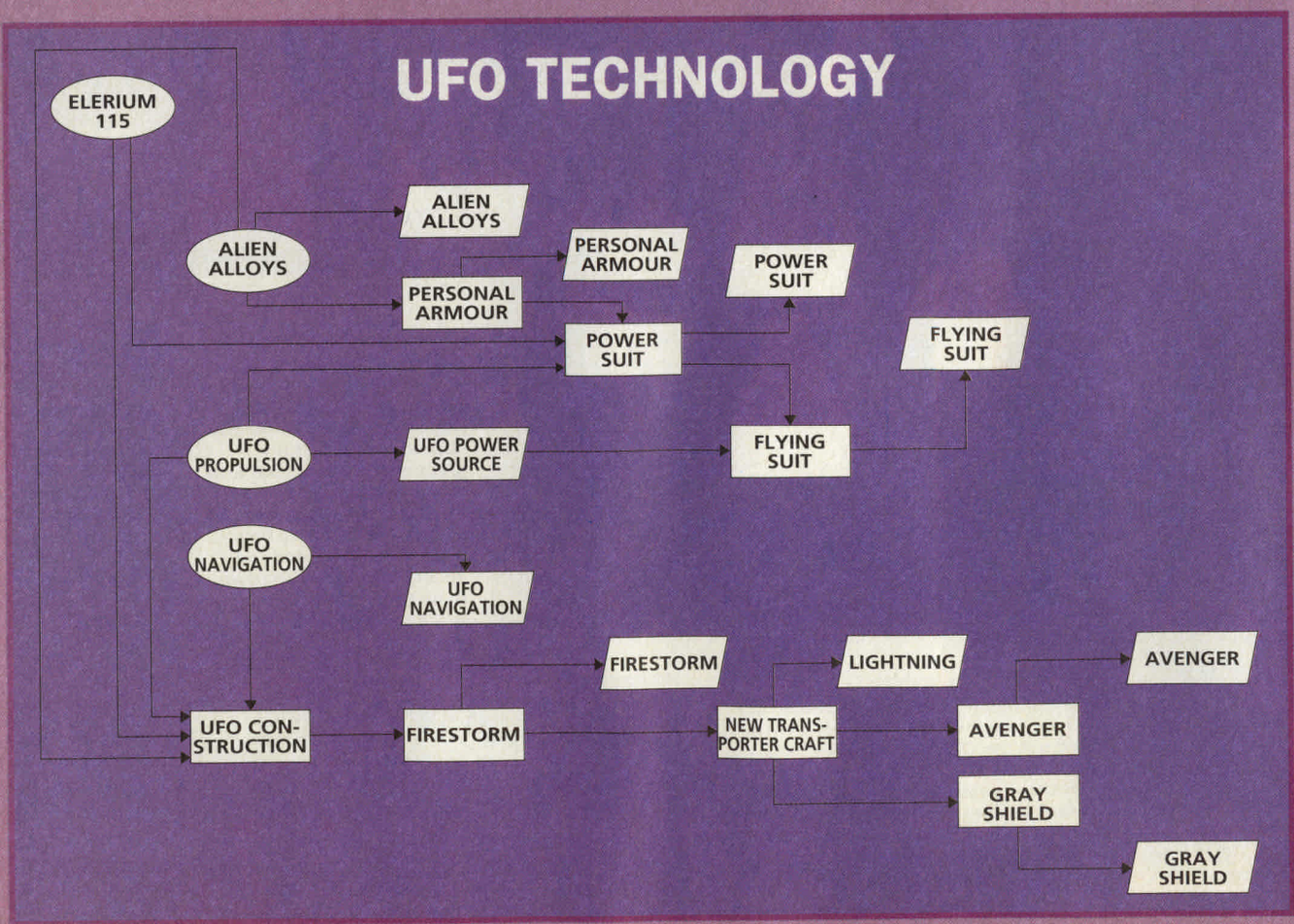
AIR

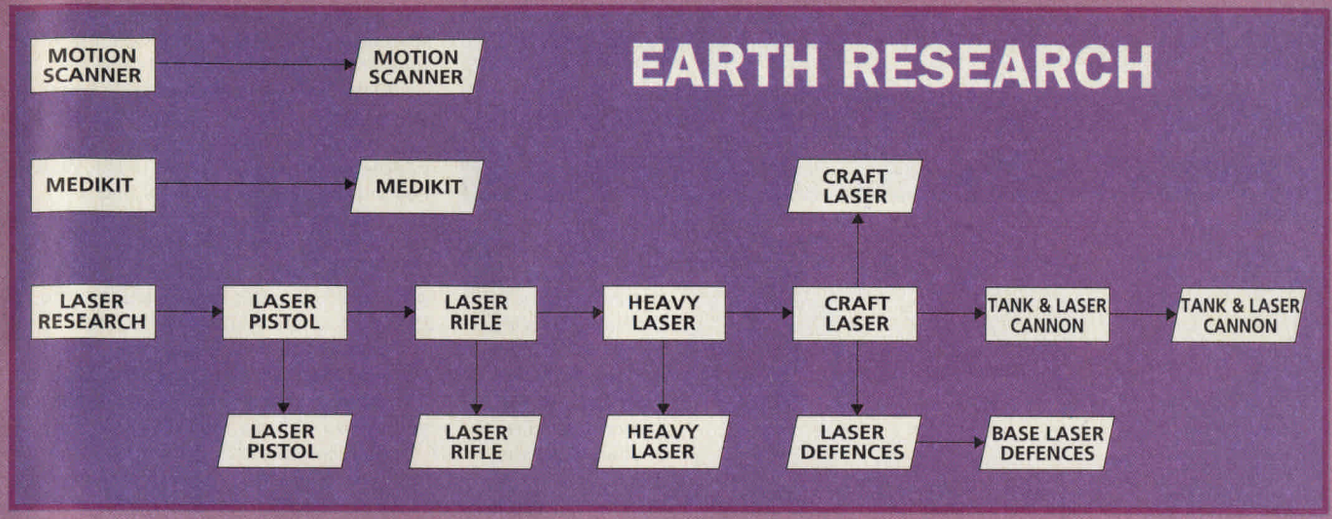
The American-based Interceptor fighter is all you'll have at your disposal during the early stages of the game so kit both weapon pods out with the Fire and Forget Avalanche missiles. As they are long range, these enable your fighter to stay out of harm's way, generally. They also inflict a huge amount of damage to boot. Unfortunately the smallest UFOs are destroyed by one direct hit. In order to fund these expensive missiles and launchers, simply sell up all the Stingray missiles and launchers in your store room.



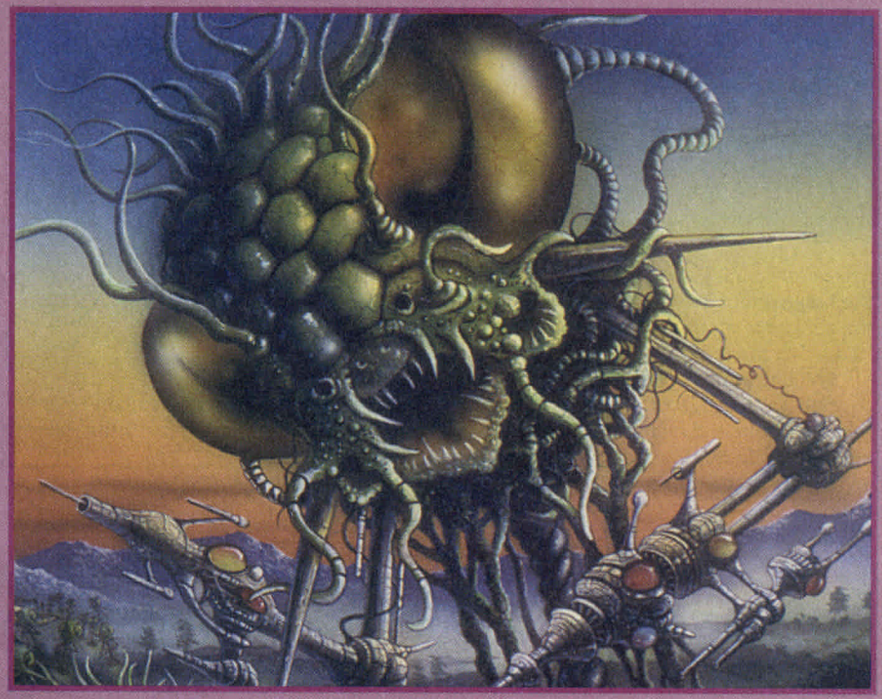
DON'T READ THIS
It'll ruin the game

The secret to the games lies in alien interrogation. The truth of the matter is that the tall spooky-looking bad guys going by the name of Etherals are in charge of the whole show. They are using their immense psychic powers to persuade all the other alien races to assault Earth. But even though you know, XCOM doesn't. So your next step is to consult the advancement charts below and do



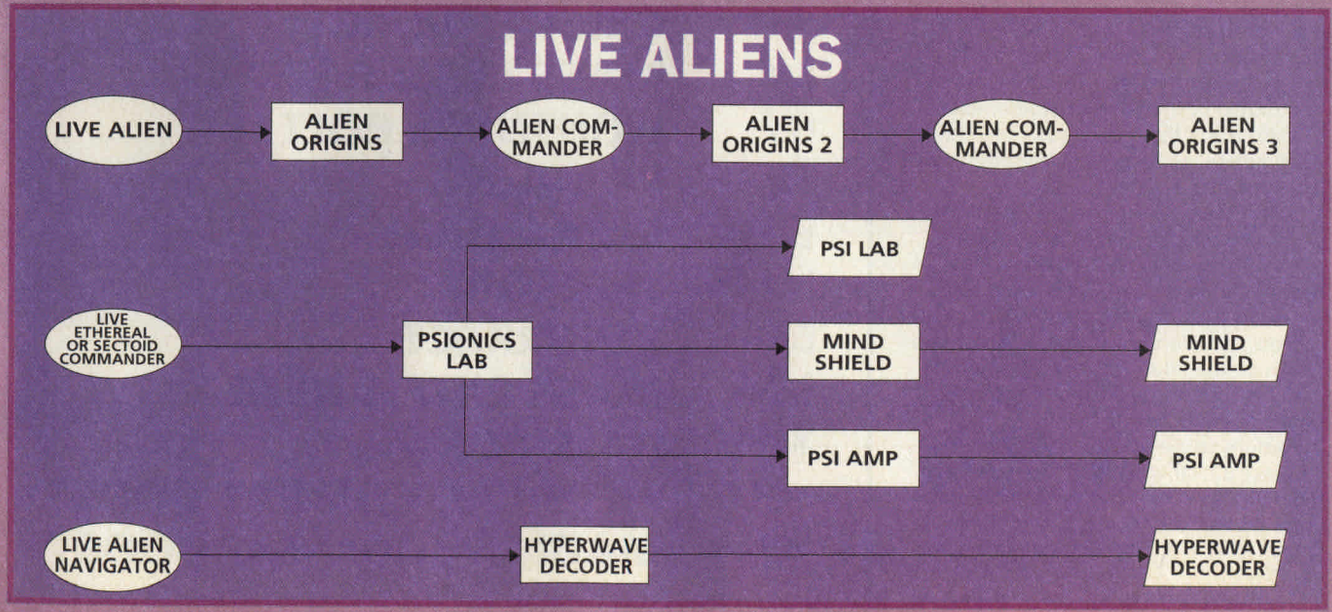


whatever is necessary to reveal the aliens secrets as this is the only way to successfully complete the game – which incidentally comes to a head in an area called Cydonia, on the planet Mars!



CHARTS

The following charts will again help you (remember last month) to decide what to develop next. Simply follow the flow of the diagram to find out what you need and start researching as soon as you can. Make sure you keep yourself funded by selling alien stuff that you find that you won't need again, such as spare alien corpses which will be picked up by scientists for even more research than you have done yourself. Start to run out of money and you'll be in trouble so keep a careful eye on your funds. Try only to develop items you think will be necessary later on in the game. Don't waste your time on a wild goose chase.



Giving The Game

Heimdall 2

PART 2 **Simon Clays explains how to complete this fantasy adventure to secure yourself a place in Valhalla**

The guardian of the hall of the gods

The conclusion
Hall of the Gods

After you've been successfully judged, take the holy symbol and move on. Next enter the air goddess's cloud room which is located to the left of Siri's chamber.

Walk into the lightning to teleport yourself around the room. Pick up the shield, armour and helmet. Discard the helmet on the floor and a bridge should appear. Take the holy symbol and move to the next location.

Directly across from the air goddess's chamber is the god of the weak. Enter and kill him. Kill the other man that appears and take the holy symbol.

Move to the location at the top left and enter. This is the light goddess's room. Here there is a very tricky tile pattern to complete – be careful as you can wind up dead on this section. Once done, take the holy symbol and leave.

Next move into the top-right location. You should be in a room that resembles a garden. This is the nature god's chamber. To complete this section, take seeds from the three plants.

Drop them on the patch of grass (the plants you need are to the right of the grass with the big red buds) and a holy symbol should appear – take it and leave.

Go to the closed door at the end of the corridor and place the holy symbols on the spaces on the floor. After this, place the shield in front of the laser and take the final piece of Ro'Geld.

Return to the garden where Ander is and take a further symbol, then return to the Hall of Worlds. Journey to the druid's grove on Her'Ker'Rn, give him the holy symbol, then walk through the gate in the trees .

Walk on to the turtle's back and take the fire sprite – doing this will get you teleported back to the Hall of Worlds.

Leave the Hall and enter Nifl'Heim. Walk towards the lava onto the fire boat and take the dragons teeth. Walking on, you'll get to Loki's daughter.

There's a secret door to her right and, beyond this, three heads. Fire arrows at the heads and then walk through the door. Next place a dragon's tooth on each red circle on the floor. Then walk into the main circle to be teleported.

NOTE – To separate the teeth, pick them up with the left mouse button and split them up with the right button.

Walk by the dragon's head and exit the room. Now kill the chief of the Hakrats and go into Loki's room. When you get teleported into Baldur's room, Ander will teleport you back to the Hall of Worlds.

Make sure you save the game when you get to Sho Ker'Yn. Now, make your way across the tiles and kill the doppleganger Heimdall and Ursha. Walk beyond the gate and you will find a Ro'Geld and the shadow of a character.

To retrieve the Ro'Geld, turn around so that the shadow is facing the Ro'Geld and press fire. Leave this section and go into the room where you'll find a Dakta.

Destroy the Dakta, chop the rope on the wall and walk across the wooden plank into Ashok's room. Ashok is invisible so all you can do is throw the Ro'Geld at him.

Then comes the final confrontation with Loki. Defeating him will reward you a place in Valhalla for eternity. **A**

Oh no, not five years in chokey your honour... m'lud

Oh, you've Rune'd it

ᛊᚠᛋ	FIRE STORM
ᛉᚠᚷᛊ	FULL COMBAT BOOST
ᚾᛏᚠ	CALL LIGHTNING
ᚱᛚ	CREATE OBJECT
ᛒᚠ	MASS LESSER HEAL
ᚾᛏ	LIGHTNING BOLT
ᛉᚷ	PF MAGIC
ᛒᛏ	EXTRA HEAL
ᛗᚠᛋ	TELEPORT
ᛒᛋ	RESURRECT
ᛒᛏᚠ	MASS EXTRA HEAL
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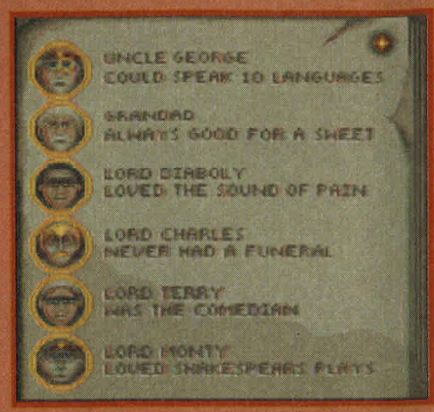
Giving The Game

Valhalla

Neil has been battling through this exceptionally tough talking adventure all month. Friends have fallen out with him, his girlfriend has left him, he's pale as a sheet and all he ever says is "OK what next?" Here's PART 2, fans...

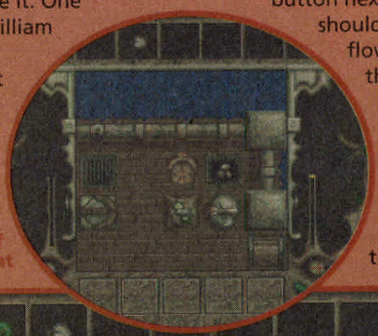


The family tree book is a vital source of information

LEVEL 3
The Chapel

First of all turn round and take the cement from the tomb. Now use it on one of the cracks in the floor and you will be able to escape from your watery prison. Then pick up the monocle and the hair grip which have been left conveniently lying around. Now press the button below one of the plants, and an apple will magically appear.

Take the apple to the top of the room and place it on the tree stump (after having removed and read the book which is there). Now pick up the cement and look underneath the drain where you should find some seeds. Pick up the seeds and then go to the bottom of the room. Next to the body in the coffin there is a drain. Open this drain and take the arrow. Then place the arrow on the crossbow and flick the lever above it. One swift scene from William Tell later and you should find a sweet amongst the remains of the Granny Smith. Take this sweet and give it to the toffee-loving skull. Now take the Drink of Sight and the Greenfingers Solution.


William Tell would have been proud of such a feat

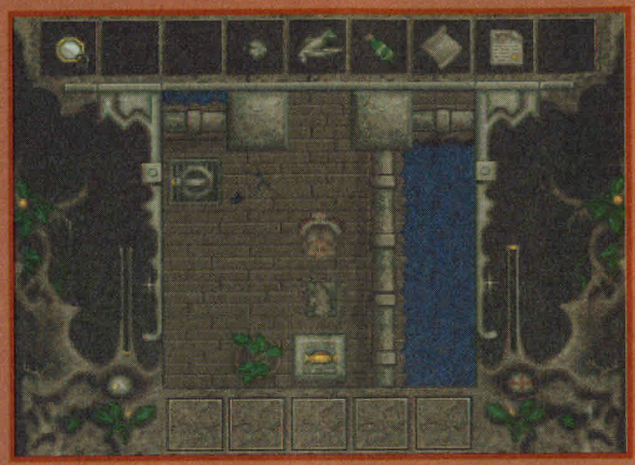
Now go to the bottom of the room and pick up the silver key. Downing the Drink of Sight at this point will make a door appear which can then be opened with the key. Walk down the new passage and pick up the book with the tree on the cover. This piece of literature comes in very useful as it contains essential information about the bodies you will come across in the crypt.

Go to the left of the new room and pick up the bag of sand. Then place the seeds in the bowl of soil. Press the tap button next to the soil and a flower should appear in the bowl. Take this flower to the first room, place it in the vase and take the Ring of Goodwill and the poetry. Return to the second room and place the Ring of Goodwill on the Altar of Dispute. Now take the white dove which you are given to the river keeper to the right of the first room. If you stand facing him and look at the dove in your inventory he will let you cross the river.

Cross the water via the bridge, pick up the strange drama and flick the lever. You should now be able to open the door to the left of the first room with the hair grip. The door will close behind you but don't worry about it.

Go to the bottom of the new room but DO

The arrow is hidden under the drain near Lord Monty


Dropping the sand in front of the magic sweet enables the prince to reach it safely

NOT walk directly onto the square in front of the golden sweet. If you do, the sweet will disappear and will not come back! Instead, pick up the kettle, look under the drain and read the book which you find there. You should now realise why the sweet keeps disappearing.

In order to grab this golden artefact you will need to drop the bag of sand in front of it. The bag will split open and you will be able to soft shoe shuffle your way to the toffee. Pick up the sweet and then go to the upper room where you should find a lever on the wall and a grill. Flick the lever and pick up the match to the left of the chamber. Then drop the kettle underneath the water spout and press the tap. Now put the full kettle on the grill and when it boils the whistling sound should break the glass case covering the key. Take the key and then replace the kettle on the grill with the match. Pick the match up again when it has lit. Now open the door which shut behind you with the key and leave the room.

Give the golden sweet to the toffee lover next to the bowl of soil and then pick up the Miracle drink. Now go and place the poetry on the Poet's tomb and drink the Miracle Potion. Look at the poem again and after a brief stint of Wordsworth a pair of slippers will magically appear. Take these slippers to Grandad, place them on his coffin, and the grateful old codger

This kettle conundrum is one of my particular favourites

The herbalist's bowl will magically present you with a healing potion

Put the cannonball in the cannon, light the fuse and stand well back

will give you a sweet. Give this sweet to the toffee lover at the top right of this room (the one on the left is a trap), and take the cannon ball which appears. You can leave the stamina bottle where it is unless you really do need it.

Now go to the cannon and place the cannon ball in the front of it. Put the lighted match next to the fuse and the boulder which had previously been blocking the passageway should now be blown away.

Enter this new passageway and look underneath the first drain that you come across. Take the quill which you find and place it in the ink well. Now take the Globe of Wisdom and the Hercules drink.

Go back down the passageway and take the cross from Uncle George's coffin, replacing it with the monocle. Now place the strange drama on the coffin and the multilingual George will translate it into an English drama. Pick it up again and then return to Grandad's coffin. Drink the Hercules drink and pick up the piano. Now go and place the piano on the Musician's tomb. Get the prince to face the keyboard section of the piano and instruct him to use it. After a particularly tuneless rendition of something or other, a lever will then appear on the wall behind you. Push this lever and then go through the doorway which has now opened at the bottom of the room.

Drink the Greenfingers drink and then take the leaf from the bottom left plant (touching the leaves of the other three plants will cause you to lose stamina). Then place the leaf in the Herbalist's Bowl and take the Healing Potion. Now go to the River Keeper in the room where you found the golden toffee and look at the Globe of Wisdom in your inventory. He will then let you cross the river where you can find Shakespeare's drink. Guide the Prince to Lord Monty's coffin and give him the English drama. Drink Shakespeare's potion and look at the drama. One brief stab of culture later, Lord Monty's eyes will open. If you look at him now he will tell you that he aches all over. Give him the Healing potion and he will return your favour by giving you an Official Plate. Take the plate and return to the room where you took the herbalist leaf from the plant.

At the top left of this room is a sweet which can't be reached because of a hole in the floor. Use some cement to seal this crack and then take the sweet. Give this toffee to the toffee lover next to Uncle George's coffin, then take the teddy bear and the Choral drink. Now give the teddy to the body next to the herb plants and take the key which you are given in return.

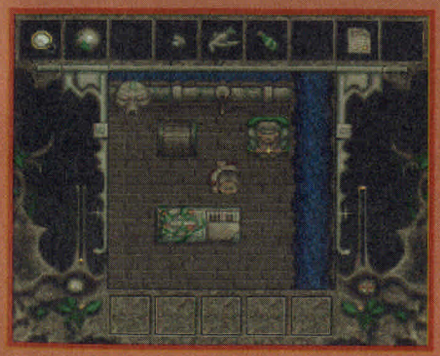
Go back to the room where you found Grandad's coffin and pick up the song which can be found to the left of the chamber. Then place the song on the Singer's tomb and drink the Choral drink. Look at the song and after the Prince has launched into a brief tune, return to the herb plant room. The door at the bottom of this chamber is now open and you should walk through it.

Look under the drain at the bottom of the new room and take the Royal Seal which you discover. Then use the key to open the door which closed behind you. Now return to the room where you found Grandad's coffin and place the Royal Seal on the Royal Note. Take the Wizard's Wand and the Lucky Heather.

Place the heather on the Gypsy's tomb and take the Bad Luck Horseshoe. Then go to the room where you found the Golden Sweet and place the horseshoe on the shiny mirror. You should now have a Good Luck Horseshoe which you should use to get past the River Keeper in the room where Uncle George lies in his coffin.

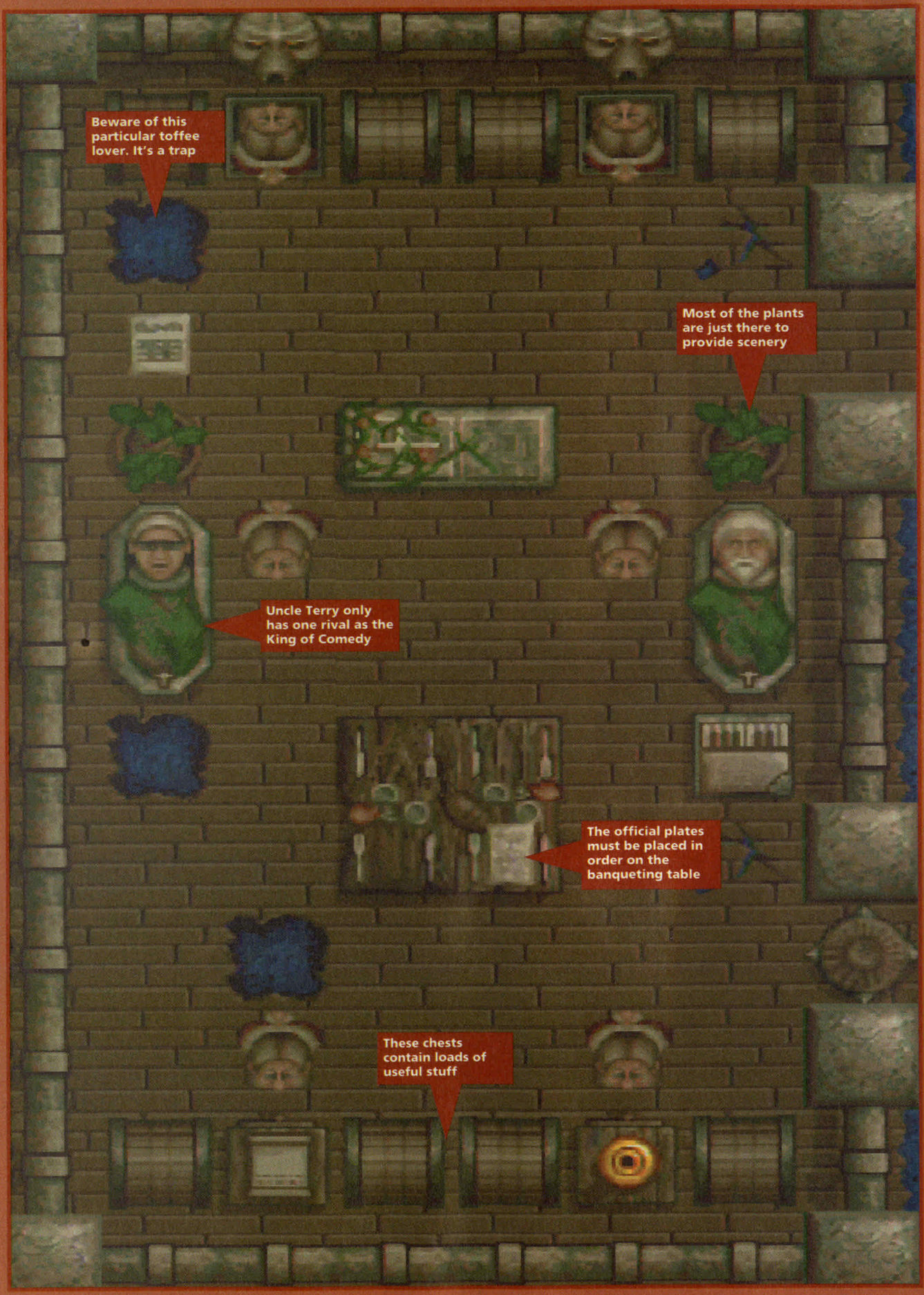
Cross the river, pick up the cement, flick the lever on the wall and take the yellow crystal (having used the cement to seal the crack in the floor). Return to the room

Check out the prince's Richard Clayderman impression



Make sure that you only pick the leaf from the plant at the bottom left

Valhalla

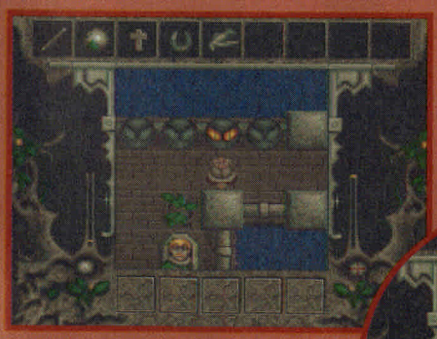

Beware of this particular toffee lover. It's a trap
Most of the plants are just there to provide scenery
Uncle Terry only has one rival as the King of Comedy
The official plates must be placed in order on the banqueting table
These chests contain loads of useful stuff

where you found the gypsy's tomb, and if you walk to the right you should find that another door is now open.

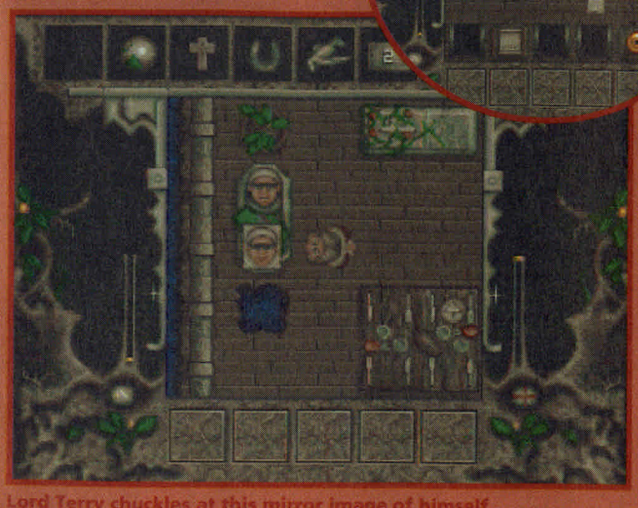
Walk through this doorway and pick up the No. 2 symbol. Then look under the drain and pick up the recipe. Put the recipe on the Cook's tomb and take the dough which is given to you. Go back in the room to the right and take the candle from the Artist's tomb. Put the candle in the candle holder (in Grandad's coffin room) and take the key. Read the book and then return to the room of the Four Faces of Evil.

Give the yellow crystal to the face which is third from the left and you will be given the power of a wizard. Now quickly rush back to the Wizard's tomb and place the wand on it. Look at the wand and it will be replaced with a canvas. Take this and place it on the Artist's tomb. You will be given a painting of Lord Terry. Put the painting on Lord Terry's tomb and then talk to him. He will tell you a particularly weak joke and give you another official plate. Take the plate and then go to the room where you found the Artist's tomb. Open the door at the top of the room with the key and walk through it.

Put the dough on the grill and then take the bread. Use this loaf to get past the River Keeper in the room below and cross the river. Take the Blade Resistance potion and flick the lever on the wall. Now pick up the plank from next to the Artist's tomb and put it on the Carpenter's tomb. Drink the Blade Resistance potion and then pick



The faces of evil will gladly see you dead unless you choose the right one



Lord Terry chuckles at this mirror image of himself

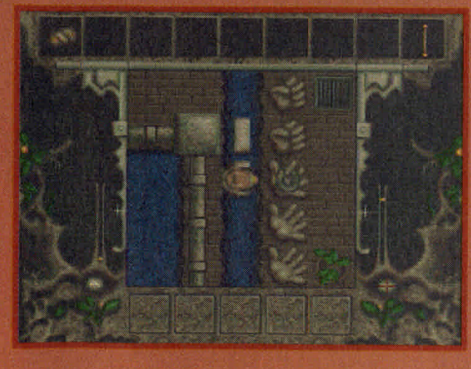
More hidden stuff. This time it's the royal seal

up the saw. Place it on the coffin of Lord Diaboly and wait for the Blade Resistance potion to wear off. Then try to pick up the sword and Diaboly will wake up at the sound of your painful cry.

Return to the room where the herbalist plants are and you should now be able to see a bee and a Potion of Sermons. Now put the cross on the Priest's tomb and take the Funeral Flowers. Place the wreath on the coffin of Lord Charles and drink the Potion of Sermons. Look at the wreath and one brief funeral service later, another official plate will appear for you to pick up. Return to the Priest's tomb and the ghost which was there earlier should now have been laid to rest. Take the Staff of Honour and use it to get past the one remaining River Keeper.

Cross the river and pick up the picture of the King, then go to the mixing bucket. Put the No. 2, the bee, and the king's head in the mixing bucket and then take the 2 Bee King icon which you are given. Now return to Lord Diaboly and look at him. When he asks you what your ambition is, look at the 2 Bee King icon in your inventory and

The official plates need to be placed on the table in this order



These clasping hands are the last puzzle on the third level

Lord Charles must finally be put to rest before the ghost will disappear

The mixer will give you the opportunity to express your ambition to be king

he will give you the last official plate. Take the plate and go to the room where Grandad's coffin can be found. Remove the literature from the table (read it if you want) and place the plates on the table in the following order:

Top left: Cross
Top Right: Arrow
Bottom Left: Circle
Bottom Right: Diamond

The door to the right of the room will now open. DO NOT go through it unless you have the following items in your inventory: the bread, the Globe of Wisdom, the white dove, the good luck horseshoe and the Staff of Honour. OK? right then, go through the open doorway.

When you reach the hands you will need to place the following items in the palms in the following order:

1st hand: White Dove
2nd Hand: Globe of Wisdom
3rd Hand: Goods Luck Horseshoe
4th Hand: Bread
5th Hand: Staff of Honour

Now walk along, read the sign and keep going until you reach a passage with paths going left and right. Take the right passage and keep going.

After a severe test of your patience and your shoe leather, you will eventually reach the end of the level.

Now only the tower remains to do. As Ron Pickering would have said, away you go!

STOP PRESS: Neil has finally finished Valhalla, and he'll tell you how next month. The blandster.

Valhalla

Giving The Theme Park Game

How tricky can it be to build a park with a theme to it? Very bloody tricky, that's how tricky. If you're struggling to get started on Bullfrog's latest epic Amiga game then maybe these handy startup hints will swing the balance

PATH PLANNING

This is a simple concept but fiendishly difficult to put a good plan into action. It's all too easy at the start of a game to be tempted to lay paths anywhere and everywhere. Then, an hour into the proceedings people are banging into everything, getting lost and wandering the wrong way through exits.

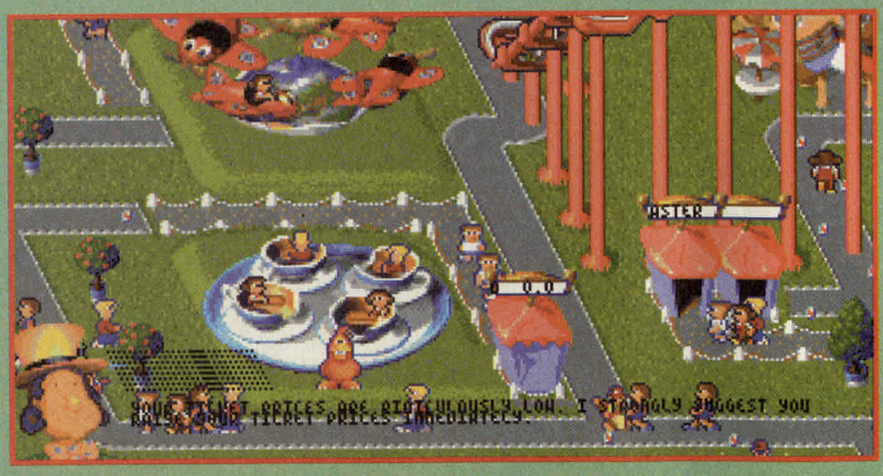
If all this happens you may as well start again, but with a little forethought, this needn't happen.

Planning is the key to the overall success of the whole theme park but (without trying to get deep) the pathways are the veins that carry the blood supply around so concentrate on getting it right first time.

Initially just lay the minimum of paths needed to get people to your rides and stalls. There's no point in getting congested early on in a game. As the park begins to build up, start seriously thinking about using the one-way arrow system. Be extremely careful to examine every section of path that adjoins a section with a one-way arrow on it. It's very easy to slap down a couple of markers and inadvertently close off the only access route to your star attraction.

If used correctly, arrows can be an efficient method and moving the little folk around sections of the park they may not normally go to by choice, like that expensive novelty shop.

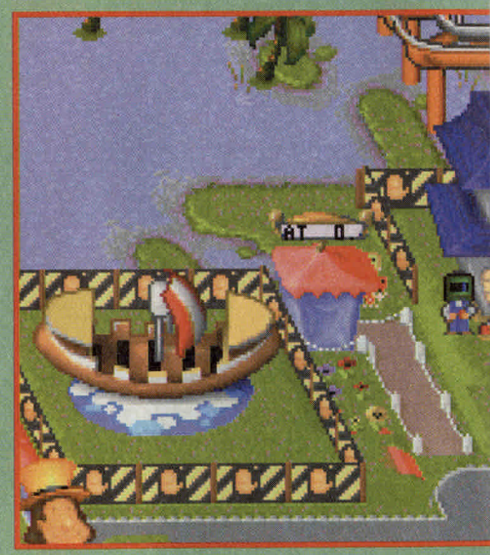
Another vitally important feature is the signposts. Be sure to signpost your exit, the toilets and all your best rides so that people who want to take advantage of the facilities can at least find them. Don't have people running around dying for a pee, and try to keep a Super Toilet near each gut-wrenching ride so that people can get there quickly if need be!



STAFF

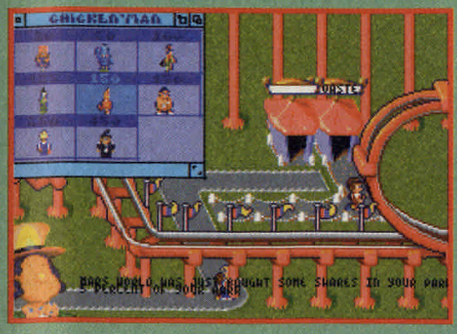
These have to be people who'll smile in the rain, won't mind having kiddies tormenting them and who know everything about the running of the business. Entertainers are there to keep people happy but you have to keep them happy too. If an employee's morale is low because of wages or whatever, then you won't get the best out of them and they will not be as entertaining as they should. At this stage you have two options, the first of which involves sacking the perpetrator and bringing in fresh, enthusiastic blood. The second is to hand out a nice pay rise and hopefully get a bit of appreciation for being a nice boss.

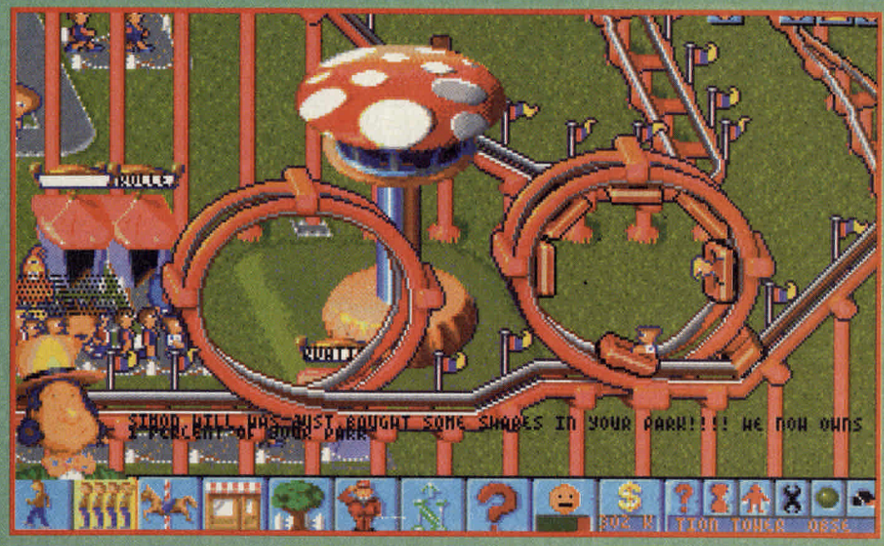
Entertainers aside, it is obviously vital to get enough handymen to keep the park tidy and clean, and mechanics to fix all your knackered rides. Keep 'em well paid and



THOUGHTS

Keep a careful eye on the thought bubbles that appear above the punters' heads as these are a fine indication of the mood of the people. Try to respond to a problem if there are a lot of people with the same thought. For example, if they think your cola is too expensive, that's easy to sort out. Trickier problems to solve are when the people are just unhappy with what they're getting full stop. It may be that your rides aren't exciting enough, or that they find the park scruffy and uninviting. You will have to judge this





they'll fix more and clean more. If the worst comes to the worst and your guys are threatening a walkout then haggle for a short while, but under no circumstances let them walk out.

You can't afford strike action as it will cripple your park so even if you have to backtrack and risk making yourself look stupid, make sure you get an agreement at all costs.

mood for yourself.

Fixing such problems can generally be more expensive. If people think your park is boring then the only way to improve it is to put more thrilling rides in and they don't come cheap. It's a vicious circle that you'd really be better not getting involved in in the first place.

MISCELLANEOUS TIT BITS

Keep your visitors happy by keeping them well fed and watered. People are less likely to complain if their bellies are full. Price the goods carefully because if people decide not to buy because of cost then they'll be unhappy because they feel they are being ripped off and also because they are hungry.

Operate on the principal of "if they have money in their pockets, it's yours for the taking." They've brought it to spend it, so get it off them in places like novelty shops, burger bars and, of course, your oh-so exciting rides.

For God's sake, get your toilets cleaned regularly. Filth is bad for business and if the word gets about that your park is unhealthy custom will drop off and you'll get little men with clipboards arriving to check things out.

Finally, and this is the point we started off with, plan everything. Think a couple of rides ahead. Leave space for decorations like trees and walls. Wall off your bigger rides so that little kids can't wander around the danger areas. Everything like this improves your position in the rankings.

If you have any tips or cheats for Theme Park, then why not send 'em in to Amiga Action at the usual address. We're more than willing to have a look at your tipping and cheating efforts, so get playing and thinking and we'll print your best strategies.

Theme Park

Giving The Game

Small Tips

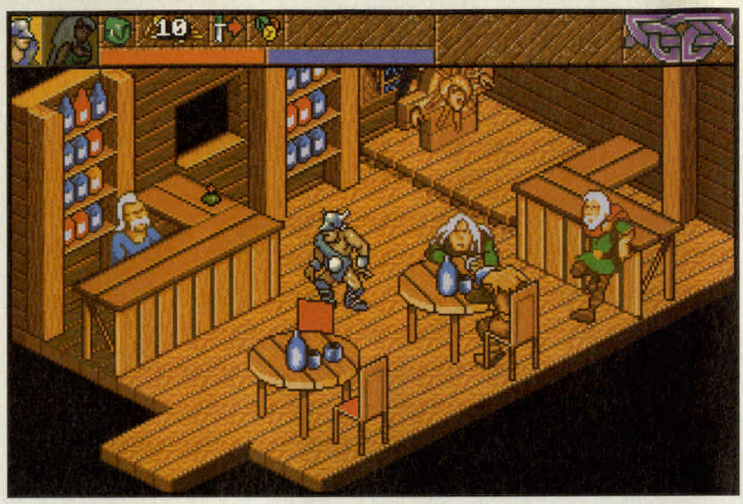
Never let it be forgotten that prizes are handed out freely for those amongst you capable of sending in good tips. If you know a game's secret, why no share it with others who might not be so talented...

Desert Strike

Marie Oliver from Newcastle has written in asking if we have any decent cheats for Desert Strike. Now as you probably know Ocean will be releasing Jungle Strike for the Amiga in a couple of months but until then Marie, these passwords should tide you over:
HARD CASE = Endless Ammo BQQQEAZ = 10 lives
VTEWIOQ = Nuclear storm

Heimdall 2

This little tip could come in handy if either Heimdall or Ursha should happen to die. Simply make your way to the Dwarven Isle in Utgard. Then go to the shop where you'd buy your spells from. Click on the inventory of the dead character and sell the items held. Now take them back and give them to the surviving character and that way you've lost nothing important. Ron Kerry of Belfast is responsible for that gem.



Smaller Tips

ADDAMS FAMILY
Various codes for starting points.
&1Y1M – 3 hearts
V1S14 – Pugsley
V919B – Fester

ALIEN BREED '92
Level codes.
XXDFA
RTHAA
LAEEA
UYTTA
PPEAB

ALIEN BREED 2
More level codes.
2 – 353828
3 – 108383
4 – 370101
5 – 982822
6 – 847464
7 – 737373
8 – 928112
9 – 267364
10 – 193831
11 – 090921
12 – 309383
13 – 101221
14 – 103992
15 – 998112
16 – 125332
17 – 091233

BACK TO THE FUTURE 3
Type in the code on the corresponding level story for infinite lives.
1 – ROTTEN CHEAT
2 – LOUSY CHEAT
3 – LOW DOWN CHEAT

BOBS BAD DAY
Selected level codes.
10 – XCKCCKZPE
20 – VDPEFWNG
30 – SEAGGUPH
40 – QEAIIVNJ
50 – NDPKKWPL
70 – IDPONWPO
80 – GFFQPUNQ
90 – DEASQPVR
95 – CFFTRUOS
100 – BEAUSVNT

BUBBA 'N' STIX
Level codes
2 – T1QKPF?CMG
3 – PXMYGFFW7D
4 – 913XPD1LZ5
5 – 12!FX?5RJ

CANNON FODDER
At the start, or on completion of a mission, go to the save game option and enter **JOOLS** as a filename, whereupon your leader will become an all-conquering four star general.

CHAOS ENGINE
Level codes with infinite money.
WORLD TWO – GVVCH5DMS7#N
WORLD THREE – V35076X6S7WH
WORLD FOUR – 6UCDXU25S7V2

CIVILISATION
Hold down **[SHIFT]** and type **123456789** for a complete world map which allows you to see enemy cities.

EPIC
Level codes.
2 – CEPHEUS
3 – APUS
4 – MUSCA
5 – PYXIS
6 – CETUS
7 – FORNAX
8 – CAELUM
9 – CORVUS

FLASHBACK
Level codes
Easy:
BACK
LOUP
CINE
GOOD
SPIZ
BIOS
HALL
Normal:
PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT
Hard:
CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

FRONTIER
If you select a system around 650 light years away from your position you will get an in range fuel reading allowing you to make jumps of that distance making things much easier on long hauls.

HISTORYLINE 1914-18
Level codes.
1 – PULSE
2 – GOOSE
3 – SPORT
4 – BIMBO
5 – TEMPO
6 – BARON
7 – BUMM
8 – LEVEL
9 – TOXIN
10 – PRINC
11 – CLEAN
12 – XENDON
13 – SIGNS
14 – HOUSE
15 – SIGMA
16 –SEVEN
17 – ZOMBI
18 – MOVES
19 – BLADE
20 – ZORRO
21 – STONE
22 – MOSEL
23 – ORDER
24 – SODOM

HUMANS
Selected level codes.
10 – MILESTONE
15 – RED DWARF
20 – SMART
25 – JIMS TIES
30 – MALCY MALC
35 – MAD FREDDY
40 – BANANA MOON
45 – VISION
50 – RANGERS
55 – CONSOLIDATED
60 – PROMISED LAND
65 – (Oh dear, can't be arsed with that one...)
66 – HELP ME
70 – NIN
75 – LORDS OF CHAOS
76 – NOW ITS DONE
77 – IM OUT OF HERE
78 – HERES TO A
79 – BETTER LIFE
80 – BYE BYE BYE

HUMANS: JURASSIC LEVELS
More of the same.
10 – 7 MILE WALK
15 – ITS TOSH
20 – ALAN B STARD
25 – IDONTLIKEBRAWN
30 – ALMANBURIE
35 – BABBLE
40 – NEED MORE
45 – POUCH
50 – GLUM
55 – DRAKEER
60 – HAVE A BREAK
65 – I LOVE ME
70 – PYTHON LEE
75 – FATEANDFORTUNE
80 – FOREVER

JIMMY WHITE'S SNOOKER
To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select **Trick Shot** mode and press **[F7]**, then **[F4]** and **[F1]**.
Then, when you hear a double click go to **Demo** mode...

KRUSTY'S FUN HOUSE
Level codes for this... er, – level codes.
2 – WHOAMAMA
3 – FLANDERS
4 – BROCKMAN
5 – SIDESHOW

LETHAL WEAPON
Mission codes.
1 – KSIIF
2 – ECYOIR
3 – FLRSKB
4 – EUOASF
Key cheats. Press **[ALT]** and then...
Y-I – No sprite collision
Y-L – Extra lives
Y-K – Extra ammo
Y-Q – End sequence
Y-(1 to 0) – Various acc

LIONHEART
At the start of the game, push down on the joystick, and pause. Press **[CONTROL]** and **[HELP]** together and the screen will go all gunny for a second. you now have infinite lives, and by pressing **[CONTROL]** again can turn Valdyn into the mouse pointer, positioning him anywhere you like by moving the mouse and pressing both buttons.

LOST VIKINGS
Level codes.
2 – STRT
3 – TLPT
4 – GRND
5 – LLMO
6 – FLOT
7 – TRSS
8 – PRHS
9 – CVRN
10 – BBLS
11 – VLCN
12 – QCKS
13 – PHRO
14 – CIRO
15 – SPKS

LOTUS 3
Selected course codes
Easy:
UVQSNPBCM–60
HSYWYSKGC–50
Medium:
NSSSXXXXS–60
OUNDEFACG–99
Hard:
MFFSRPYDU-60
AFZYBQCJT-70
SKGYXXXXX-57
WJMEGMEQH-60

MORTAL KOMBAT
Joystick control for the Death Moves – carry them out when "Finish Him" appears near the end of a fight.
RAIDEN – Towards (your opponent), away x 3, fire. EXPLODING HEAD.
KANO – Away x 2, fire. RIPS HEART OUT.
SONYA – Towards x 2, away x 2, fire. KISS OF DEATH.
SUB-ZERO – Towards, down, towards, fire. RIPS HEAD OFF.
JOHNNY CAGE – Towards x 3, fire. PUNCHES HEAD OFF.
SCORPION – Down x 2, fire. FLAME THROWER.
LIU KANG – Down, away, towards, down. SCISSORS KICK.

Also for **Mortal Kombat**, type **DULLARD** on the Start/Options screen and when you lose a life, your credits will remain intact.

And there's more: at the Start/Options screen, type in **A to U** four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.

Small Tips Smaller Tips

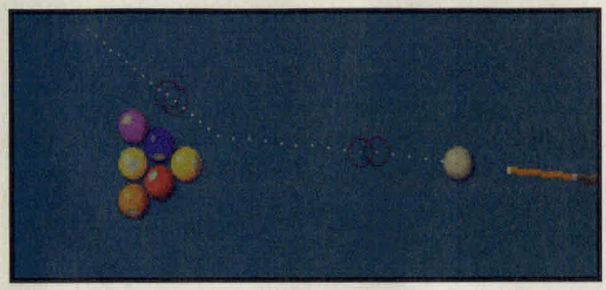
Mr. Nutz

Ocean's squirrel 'em-up can get pretty tricky sometimes so it may be that you fancy having 99 lives and squillions of stars. When you're on Level One, find the first teleporter that works and go right until you find a ladder. Go up and get the blue flag. It has loads of gens, stars, lives and so on. Get as many as you can until you get bored. Cheers to a bloke from Scotland but we've lost the last page of his letter so he'll have to write in again for his prize. Sorry

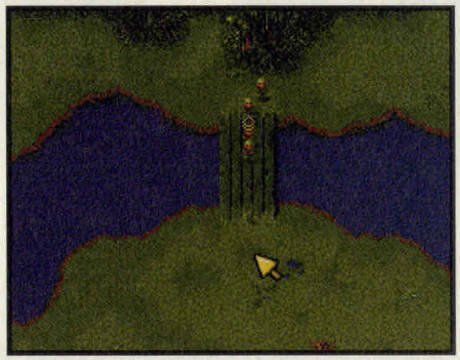
Arcade Pool

There are a couple of tips and cheats doing the rounds for Team 17's table-top ball simulation. You'd have to be pretty sad to want to ensure a victory every time in a pool simulation but, well some of you obviously are, so here goes:

If you're playing Speed Pool, pot all the balls apart from the last one. Line it up so that on your next shot you'll finish the game off. Select Save, then New to start with the one ball left and the clock reset to zero. Good eh? That's a real treat. Thanks to Kev Conner from Battersea for that.



Action Replay...



Cannon Fodder

If you're lucky enough to have an Action Replay cart then you can get hold of a load of grenades on Cannon Fodder by entering 1C137. Cheers to Rob of Liverpool for that, who obviously isn't a fan of playing games properly through to the end. Just like the rest of us.

Premier Manager 2

This one has been sent in by our very own editor, Mr. Roundell from Lancs. Unfortunately you have to be fairly good in the first place. What you have to do (listen carefully) is get to a major final or have almost secured promotion. Save the game just prior to playing. If you win the match then fair enough. If you lose, go to options and load in your savegame. Repeat the procedure until you eventually win the game and get all the glory you deserve. At least you're not sad mate!

Speaking of sad, did we ever tell you about the time Paul was thrown out of his holiday apartment in Ibiza for mistaking the balcony for a public convenience. As the manager said at the time: "You lucky I no rub your face in it you feelthy Eenglish peeg". In case you want a decent cheat then type in 896610 on the phone for a one-armed bandit! Get in!

NICKY BOOM
Level codes:
2 – KRATTY
3 – MIRTES
4 – ARRAX
5 – JANIR
6 – TRINOS
7 – SIXAN

NICKY 2
What does it look like, strawberry jam?
2 – DRAKO
3 – ATIKH
4 – FIRAM
5 – LURNA
6 – PALET
7 – MIURA
8 – SLORY

PINBALL FANTASIES
Various ball-enhancing things.
EARTHQUAKE
VACUUM CLEANER
EXTRA BALLS
ANDREAS
ULF
MARKUS
FAIRPLAY
DIGITAL ILLUSIONS
THE SILENTS
FREDRIK
OLOF
BARRY
CREW

PREMIER MANAGER
Telephone number cheats.
250967 – Sets all tackling to 99
000123 – Sets all passing to 99
220769 – Sets all shooting to 99
781560 – Mega cheat! Sets all skills to 99, plus £20 million.
753423 – Sets goalie skill to 99
061 777 1111 – Steve McNally, dressed in rubber, treats you to his exotic dancing skills.

PUSH OVER
Selected level codes.
10 – 07680
20 – 15362
30 – 08718
40 – 30734
50 – 22046
60 – 17470
70 – 19071
80 – 28927
90 – 28671
100 – 44543

RAINBOW ISLANDS
Type in quickly on the title screen...
BLRBSSBJ – Permanent fast shoes
RJSBJSBR – Permanent double rainbows
SSSLLRRS – Permanent fast rainbows
RRLLBBJS – Hidden food becomes money bags
SRBJSLSB – 1,000,000 points bonus (Wooooooo)

ROBOCOP 3
To skip levels type **THE DIDDY MEN** with **[SHIFT]** held down, then simply hit **[ESC]**. Several times, if you like.

RODLAND
Press **[HELP]** five times – you will have infinite lives and are able to skip levels by pressing the space bar.

THE SETTLERS
Level codes:
2 – STATION
3 – UNITY
4 – WAVE
5 – EXPORT
6 – OPTION
7 – RECORD
8 – SCALE
9 – SIGN
10 – ACRON
11 – CHOPPER
12 – GATE
13 – ISLAND
14 – LEGION
15 – PIECE
16 – RIVAL
17 – SAVAGE
18 – XAVER
19 – BLADE
20 – BEACON
21 – PASTURE
22 – OMNUS
23 – TRIBUTE
24 – FOUNTAIN
25 – CHUDE
26 – TRAILER
27 – CANYON
28 – REPRESS
29 – YOKI
30 – PASSIVE

SIM CITY
Hold down **[SHIFT]** and type **FUND** for an extra $10,000. This can be repeated but too many times wil cause an earthquake.

SINK OR SWIM
Level codes, what else?
2 – BISHOPMOVE
3 – PATSY4KERMIT
4 – HOWNOWPOWWOW
5 – RINGWORLD
6 – TROUGHTON
7 – REDPLANET
8 – MEGALITHIC
9 – MYBREAKFAST
10 – TINYBOPPERS
11 – LOCKSALORDY
12 – HALOWEENVII
13 – NEWMODELARMY
14 – TIMEPIECE
15 – LARRYNIVEN
16 – KILLERWHALE
17 – BLUEHORIZON

SLEEPWALKER
Type in **DINGADINGDANGMYDA NGALONGLINGO**, then in the main game press **[RETURN]** for a level skip and **[TAB]** to be given nine lives.

STARDUST
Level codes.
2 – CCSAQAAAALOO
3 – DD5AQAASANMN
4 – EDSAQAQTANKM

SUPERFROG
Level codes (even though everyone on the planet must already have them as they have sent them in already)
World One:
234644
447464
747822
World Two:
392822
446364
984448
477444
World Three:
343522
882311
992334
091332
World Four:
467464
818234
182394
298383
World Five:
452234
984841
383772
093152
World Six:
387211
981122
017632
398112
Alternatively, you can press **[F10]** whilst still playing for invincibilty, or type IN and you will be transported to the end of the particular level you are on.

TERMINATOR 2
To skip levels, pause the game, press **[F1]** to **[F10]**, press fire, and then press **[ESC]**.

TITUS THE FOX
Level codes.
2 – 2845
3 – 3559
4 – 1015
5 – 1933
6 – 0738
7 – 2665
8 – 5648
9 – 1331
10 – 1802
11 – 0791
12 – 1350
13 – 2290
14 – 5052
15 – 2045
16 – 2578

TROODLERS
Selected level codes.
5 – CLEAROUT
10 – CROSSED
15 – FIVEROWS
20 – HELPMEOUT
25 – UPANDDOWN
30 – GOFORHEART
35 – SLIPNSLIDE
40 – FIRSTGUNS
45 – RUNAROUND
50 – HACKBACK
55 – CLOSEUP
60 – LOOSEM
65 – ROCKBLAST
70 – FIRSTFIRE
75 – MOREFUN
80 – RAINDROPS
85 – SOLOMAN
90 – NODELAY
95 – FALLOUT
96 – COLOURUN
97 – AUTOFIRE
98 – SWEATHEART
99 – HEAVYDUTY

WALKER
At the beginning of the secod level, type **EAT LEAD MUDDY FUNSTER** before moving.

WIZ 'N' LIZ
Mix the vegetables for the following spell combinations.
Cherry+cherry = Bonus room
Potato+cherry = Mine Land skipped
Mushroom+cabbage = Bonus room
Mango+lemon = 75 stars
Carrot+carrot = Bonus room
Lemon+strawberry = Bonus room
Avocado+orange = 10,000 points
Mushroom+onion = 50 seconds extra time

WONDERDOG
Passwords (codes?)
2 – LEMONADE
3 – PHARMACY
4 – ULTIMATE
5 – DANIELLE
6 – LUCOZADE

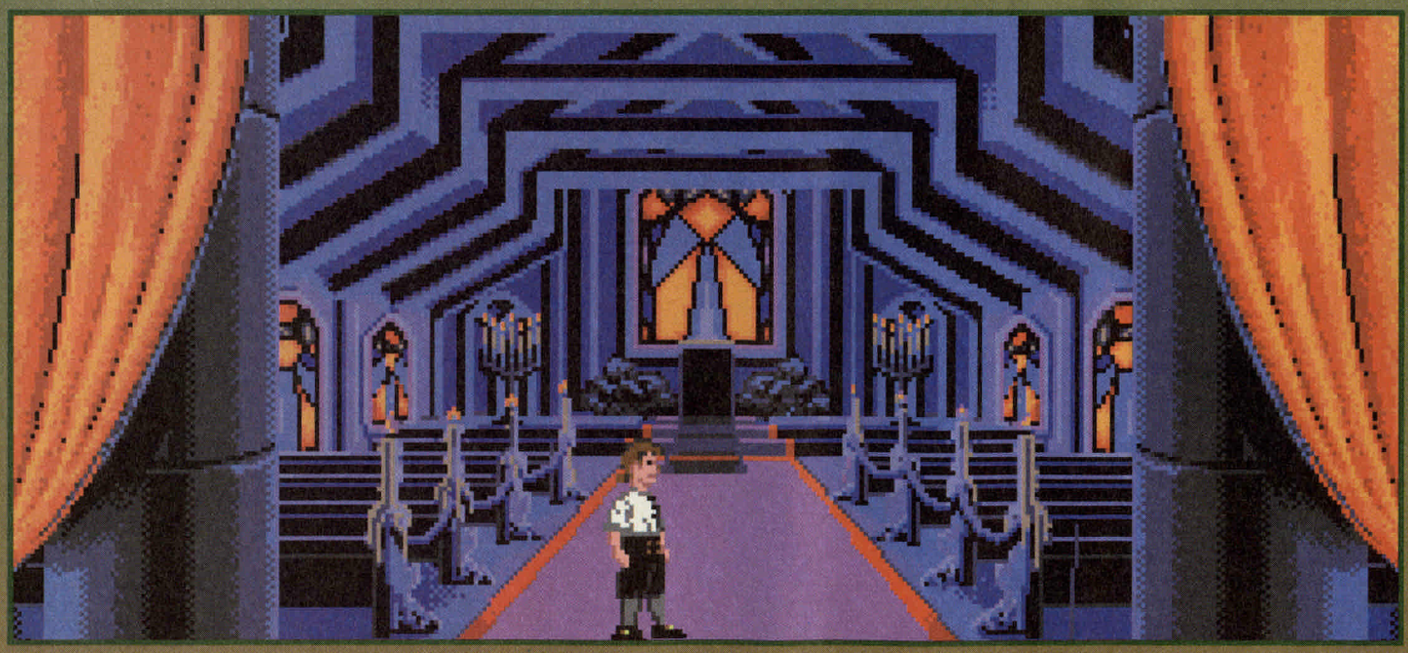
WOODY'S WORLD
Level codes.
Steam Castle – AHJBEAEA
Fishy Castle – MODNAAOG
Lava Castle – OKDNFAPK
Checker Castle – MPDMGAMF
Cog Castle – MKDNCAIK
Conveyor Belts – OIHMOACO

ZOOL
For a level skip, key in **GOLDFISH** on the title screen, then in the game press **F-keys 1-6**.

ZOOL 2
SESAME Start on level 1
RONSON Start on level 2
FUNKYTUT level 3
HISSTERIA level 4
VISION 20 lives
OLDENEMY Stops the clock
ALCENTO – Percentage boosted to 99

SON *of Boggit*

Stuck on Monkey Island or Police Quest? Irretrievably lost in Innocent Until Caught? Then I'm the one that you want (I am the one you want) ooh ooh ooh honey!



Monkey Island is without doubt the game which seems to give all you readers the most trouble. I don't know, it's been around for years yet it still seems to represent an excellent challenge to a lot of people. Well, that's the sign of a good game I suppose

Well hello and a warm welcome once again to the leafy abode that is my treehouse home. I'll get onto the adventuring stuff in a moment or two, but first I feel I must tell you of the curious happenings that have taken up the majority of my time this month.

First of all I received a visit from a strange gentleman by the name of Harold Stormdrain who introduced himself as an old friend of my father. Being a friendly type of bloke I invited said fellow in for a cup of beetle dung tea and a chat, but he declined, saying that he hadn't got where he was today by downing large quantities of liquidised insect droppings. Instead he bade me good day and informed me that he would be in touch soon to give me details of my father's whereabouts.

Well, gobsmacked would be an accurate description of my feelings at the time. News of my father? Will I finally get to meet the mysterious man/boggit who helped bring me into this world?.

Well the answer at the moment is no, because old Harold has neglected to return as yet, but I haven't given up hope. I'm confident that he will contact me soon as promised, and a new chapter of my life will then begin. At the moment all I can do is wait, so what better way to take my mind off the situation than by answering another batch of your letters and queries.

Innocent Until Caught may not be the best adventure game around, but anything which allows you to dodge the Inland Revenue's clutches is good news as far as I'm concerned

Ah, Railroad Tycoon. Bringing us memories of those far off days when the well heeled weren't afraid to exploit the workers

Innocent Until Caught

Q I'm stuck on the immensely enjoyable Innocent Until Caught from Psygnosis. I've made the bow with the string and the cane, but I can't get on the trains! I click and click for Jack to move himself to the train doorway when it pulls in but he just stands in front of the open door, so I click above him and he still won't budge. Help me please because I'm getting frustrated.

Alex Geddes, Rickmansworth

A Well Alex, I really have no idea what you are doing wrong. To get on the train, walk to the far left of the platform and click on the open door at that end of the train. Jack will then do the business. Maybe you aren't clicking on the correct door or maybe the signalmen are on strike. Whatever it is, just keep clicking on the open door and you should get on the train eventually. Keep trying.

I suppose any criminal would be glad to get their sticky mitts on a weapon like this

The Secret of Monkey Island

Q I desperately need a tip on The Secret of Monkey Island. How do you find a way past the pirhana poodles guarding the governor's mansion on Melee Island. Could you also tell me A) What the safe does in the town shop? and B) When Stan comes back from sailing the world for used vessels?

Thomas Fraser, Aberdeen

A You don't want much, do you Thomas? Well seeing as it's you I don't mind helping a bit. First of all, to get past the vicious dogs at the governor's mansion, you need to use the yellow flower (which you should have picked up in the forest) with the meat (from the kitchen in the Scumm bar).

Give this to the dogs and you should then be able to sneak safely by. As for your other queries, well the safe in the town store is the home of a credit note which will enable you to buy a ship later on. Once you have the credit note in your possession, Stan will then have returned from his voyage around the world and will be available for negotiation.

Railroad Tycoon

Q Since buying Railroad Tycoon I have been unable to play it. This is because I have an Amiga 600 which does not have a numeric keypad, but the manual says that you can only build tracks with the numeric key pad. Does this mean that the game is useless or is there another way to play it as it is one of the best games on the Amiga.

Ian Jobson, Chester

A I'm afraid that in this case Ian there is no light at the end of the tunnel. Weak though this pun may be, there can be no hiding the fact that your worst fears are about to become reality. Sid Meier's superb rail empire building simulation was programmed when the numeric keypadless A600 was still a twinkle in Commodore's eye, so I'm afraid that the keyboard layout wasn't taken into consideration.

In all fairness it must be pointed out that the Railroad Tycoon packaging does list all the machines that the game supports (the A600 isn't included), but it is unfortunate that you are to be denied a stab at this all time classic. Sorry. Oh, and thanks: nobody has ever called me Sir before either.

Police Quest 1

Q I hope you can help me. I have managed to get to the hotel on Police Quest 1 and have discovered that I have to send Marie away in a taxi. I have tried everything but I am unable to do this. What am I doing wrong?

Carol Grieve, Gateshead.

A Well Carol you have done remarkably well to progress as far as you have, so it would only seem fair for me to help you continue on your adventuring way. In order to send Marie away, all you have to do is ring for a taxi from your hotel room and then take Marie down to reception to wait for the cab to arrive. It's as simple as that.

There, that's my duties discharged for yet another month and I can now let my mind wander once more to to the prospect of meeting my father for the first time. Hopefully he will welcome me with open arms and teach me many of his Boggit like ways.
I hope that you will all wish me well and if there's any news next month I shall be only too willing to take you all into my confidence. Well, goodbye then. Until next time.

Send your queries (and tips if you like) to:
Son of Boggit,
The Tree House,
c/o Amiga Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP

BACK ISSUES

ISSUE 54 FEB '94. CODE 8495.

Cover – *Universe.*
Coverdisk – *Body Blows Galactic, Fury of the Furries, Baldy.*
Features – *MysterX, Twenty Best Games of 1993.*
Reviews – *Air Force Commander, 'Allo 'Allo, Champ Manager Italia, Combat Classics 2, Cosmic Spacehead, Dreamlands, Fantastic Dizzy, Fury of the Furries, Innocent Until Caught, Lamborghini, Mansell CD32, Settlers, Skid MArks, Star Trek, Switch Quiz, Zool CD32.*
GTGAs – *Monkey Island, Jurassic Park.*

ISSUE 55 MARCH '94. CODE 8496.

Cover – *Winter Olympics.*
Coverdisk – *Methane Bros A1200 & A500, Jet Strike Fantasy Missions, Dithell in Space.*
Features – *MysterX, Zeewolf, Starlord.*
Reviews – *Alf Chicken CD32, Assassin '94, Batman Returns, Cool Spot, Dangerous Streets, F1, Fatman, Global Domination, Goblins 3, Labyrinth, Pirates! Gold, Seek & Destroy, Sensible Soccer CD32, Snaperazzi, Tornado, Winter Olympics.*
GTGAs – *Star Trek 25th Anniversary, Goblins 3.*

ISSUE 56 APRIL '94. CODE 8497.

Cover – *UFO: Enemy Unknown.*
Coverdisk – *Liberation (1.5meg), Center Court Tennis, Benefactor, Assassin '94.*
Features – *Soccer Kid animation, Psygnosis.*
Reviews – *Blue & Gray, Brian the Lion, Castles 2, Dennis, Fly Harder, King's Quest VI, Legacy of Sorasil, Man Utd Champions, Morph CD32, Puggsy, Ryder Cup, Sabr Team A1200, Seek & Destroy CD32, Simon the Sorcerer, Soccer Kid A1200, Super Methane Bros., Tube Warriors.*
GTGAs – *Simon Sorc., Police Quest, Goblins 3 pt2.*

ISSUE 57 MAY '94 CODE 8498.

Cover – *James Pond 3*
Coverdisk – *Sierra Soccer World Challenge, Brian the Lion A1200*
Features – *James Pond 3, Audiogenic, Starlord Pt 2*
Reviews – *Darkmere, Bubba 'n' Stix CD32, Disposable Hero CD32, K240, Liberation A1200, Maelstrom, Mr. Nutz, Nick Faldo's Championship Golf CD32, Total Carnage, Trivial Pursuit CD32, Zool 2 A1200.*
GTGAs – *Liberation, Stardust, King's Quest V1, Police Quest Pt 2* **+ free Cannon Fodder tips book.**

ISSUE 58 JUNE '94 CODE 8499.

Cover – *Ambermoon*
Coverdisk – *Puggsy, Rugby League Coach*
Features – *Who's Danny Flynn (science-fiction artist), computer game piracy*
Reviews – *Ambermoon, Heimdall 2, Bart Vs the World, James Pond 3, Monopoly, Arcade Pool, Armour-Geddon 2, Naughty Ones, Hanna Barbera Animation Workshop, Ultimate Bodyblows CD32, Apocalypse, Gunship 2000 CD32, Brutal Football CD32, Chaos Engine CD32, Global Effect CD32*
GTGAs – *Labyrinth, Leisure Suit Larry 1, Small Tips*

ISSUE 59 JULY '94 CODE 8500.

Cover – *Valhalla*
Coverdisk – *Gulp, Naughty Ones*
Features – *MysterX, Sensi Cup '94, May I Help, Sir?*
Reviews – *Benefactor, Empire Soccer '94, Fire & Ice CD32, Fury of the Furries CD32, Impossible Mission 2025, Lemmings (again) CD32, Second Samurai CD32, Sierra Soccer, Striker CD32, Tornado A1200, Traps 'n' Treasures, Valhalla, Wembley Rugby League, Zool 2 CD32*
GTGAs – *Beneath A Steel Sky, Naughty Ones, Innocent Until Caught*

ISSUE 60 AUGUST '93 CODE 8501.

Cover – *World Cup Football Games.*
Coverdisk – *Wembley International Soccer, D-Day, Goochy Cricket, Tic Tac Toe, Sensible Massacre, Missile Command, Simon.*
Features – *MysterX Part 5, ATR*
Reviews – *Banshee, Bubble & Squeak, Bump 'n' Burn, Cliffhanger, D-Day, Dracula, Elfmania, Frontier CD32, Impossible Mission CD32, Heimdall 2 CD32, Crash Dummies, International Sensi, Kick Off 3, Last Action Hero, Naughty Ones CD32, Out to Lunch, Quik the Thunder Rabbit, U.F.O, Wembley Soccer.*
GTGAs – *Son Of Boggit returns. Vallhalla.*

ISSUE 61 SEPTEMBER '93 CODE 8502.

Cover – *Pinkie*
Coverdisk – *Impossible Mission 2025, Mine Runner, Drelbs, Cardz, Dynamite Warriors, Fleuch, Fatal Mission.*
Features – *Pinball Illusions, ATR, Vulcan Software, Senseless Things (but don't buy the mag on the strength of this).*
Reviews – *Battletoads, Beavers CD32, Chuck Rock II CD32, International Soccer, Soccer Star, Tactical Manager, Test Match Cricket, Theme Park, Total Carnage CD32, Ryder Cup CD32, Vital Light, Wild Cup Soccer.*
GTGAs – *U.F.O. part1, Heimdall 2 part1, K240, Out To Lunch, Son of Boggit.*

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Talk Back

Welcome once more to ye fabled forum of wisdom. Enter now, and wipe thy feet, mucky buggers

Frog march

Following the recent August issue (60) I read the next month page, and was quite insulted how you took the "mickey" out of my father. He is a very talented man and doesn't "ponce around in period costume". In fact he played a big part in such films as 1492 and Green Card.

I must admit his nose is a bit funny, but lots of people know him because of this. Now, I could show this to my father and have you sued for £1m, but I won't – I'll give you the chance to redeem yourselves by sending me Indy IV (yes, I do own an Amiga) as soon as possible. Should this not be possible then I wouldn't say no to Lure of the Temptress.

Yours suingly, Jean-Pierre Depardieu, High Wycombe
PS. Don't forget the £1m lawsuit!

Sue away, garlic breath... anyway, I thought you were called Guillame or something

Well done, but...

I would like to congratulate you on the new (ish – Paul) look Amiga Action. The larger coverdisks are excellent and it's good to see The Boggit back in the form of his son.

However, I would like to make some small points. Whatever happened to the Superleagues recommended grade? It was awarded to those games not quite worthy of an Accolade but were a good buy nonetheless. I found it very useful when choosing a game.

Secondly, since the introduction of the revamped Superleagues, the accolade grades have not been recorded in the leagues themselves. This was a great help when looking up a game in the leagues. If a game became dated it would lose its accolade status, thus giving an up to date opinion on each game.

In the Blueprint section, why do you no longer have a summary box? And in the reviews you no longer state which team the game is created by.

Finally, did nobody know, realise or even care that issue 60 was your fifth birthday? Anyway, the magazine is still excellent, and vital when buying an Amiga game. Keep up the good work.

Paul Faulkner, Hoyton, Liverpool

Before I tackle the Superleagues queries, let me direct everyone's attention to the news, where we invite you to give us your opinions on what I believe are the blandest things on earth.

Right – games towards the top of the leagues are there because they're good, and we recommend that all good games are worthy of purchase. With the accolades the same thing applies: games at the top – if still available – are worth buying, though yes, it might be an idea to point out which games are still on the shelves.

We did away with the Blueprint summary because we found that in most cases it was very difficult to sum up a game that we knew little about, or one that might change before release, and we also found that very few people were interested in the team behind a game; in more "interesting" cases we mention it in the body text anyway.

And finally, issue 60. Well, you see, it wasn't strictly our fifth birthday, because we publish 13 issues last year, which meant that the birthday issue should have been issue 59, which wouldn't have seemed right. So we left it.

Team 17, ATR, soon

Please could you tell me when someone is going to release a goof head-to-head racing game. I own MicroP–

Bod, Walsall

Lack of respec'

I am so glad that that arrogant big head Brad Burton has been given the sack from his Over The Edge section of Amiga Action.

He was such a yobbo, shouting abuse at everyone and everything, so it it any wonder that everybody voted to kick him out and bring back Boggit.

I bet he had to beg on his knees to get the job of reviewing UFO – "Please Paul, let me review it, I've got no job now, nobody likes me anymore" – and for your info, dude, yo' review was well bad (ie. bad and boring, not good). Please don't give him any other games to review as he isn't a very good reviewer.

I hope you will print this letter Paul, but you might not, for fear of upsetting him.

Jonas Richardson, Swansea

I think it would take more than your letter to upset Brad, Jonas. In fact, I can't think of anything at all that would upset him to be honest. Actually, he didn't get the sack, and actually, he does have a job, working in PR for our sister company Europress Software.

It's always good to get input from the readers, but I think I'll decide who does the reviews, thank you very much.

Arrogant? Don't think so... Big head? Not really... Yobbo? Well, yes, I'd have to give you that one.

Techmaster

I recently sold my A500 and bought an A1200, but the CD market puzzles me. When you told of the new CD1200 drive I was all for purchasing it. However, in issue 60 I saw an advert for a new A1200 CD-Rom drive which uses CD32, PC, Mac, audio and Kodak CD's, and costs considerably less than the CD1200.

This immediately caught my attention but it seems too good to be true. Is there a catch? Should I buy the A1200 CD-Rom, the CD1200, a CD32, or wait for new arrivals on the market?

David Armstrong, Gateshead

Check me out everyone – I'm answering a technical query. Right, the Zappo CD-Rom drive which you saw advertised is, apparently, what you want to be buying. Not only is it compatible with all CDs, but it also offers Planar support – Planar chip allowing, excuse my lack of technical jargon, really fast sprites and all that jazz. Not that such a thing is used very often, or so I'm led to believe.

Commodore's CD1200, if and when it arrives, will not have this support. Er, so there you go. Have a game for making me seem a smidgeon more intelligent than I really am.

Rah-Rah (skirt) USA

I'm writing to you because I don't like the bit in the August issue on FIFA Soccer. This is what you said: "Sad american commentator gives you the low down on the match, American Football style. I don't know why the Yanks have any claim to stage the World Cup when they neither understand the game of footy, nor can they play it. The US team have only qualified for the WC four times despite entering every year, and in..."

Well if my Americans don't understand nor play soccer good, then who made it to the finals this

Famous Corner

Er, yes – they're flooding in!

Hello boys and girls, it's Jimmy Saville here. Have you been good? Now then now then what have we here in Jimmy's Magic Chair? Ooh, it"s Mr. Cigar – now then now then my Dad's a bicycle. How does he small? A Penguin. Ooh, time is upon us once more so ta ta for now. Ooh.

Sir Jimmy Saville, London

Nice to see you, to see you nice. Errr, you asked for famous people to write in, errr, well you can't get errr, more famous then me, errr, good game, good game.

Errr, that Cannon Fodder. Err, I invited me old pals...

Bruce Forsyth, A Very Big House

...Your handwriting is astonishingly similar to that of Jimmy Saville, Bruce – indeed it seems you even share a pen. Hmm, have a game anyway for making an effort... Oh, I see there's no real address. Downer.

Keep 'em coming in folks. Who knows, before the year's out we might have had a letter from a real famous person, as opposed to gibbering buffoons.

Talk Back

year, the US team did, that's who. I didn't see England make it this year. Why don't you just keep your mouth shut.

Zach Polson, no address

I can't be too harsh Zach, for shame, even though you fail to have seen the irony in the quote (nice one Dave, you submaster). The thing about the Americans though, is that, well, the host nation doesn't need to do too much in the way of qualifying does it? Still, that doesn't excuse the pathetic English team, and the US did OK, so have a game. Let's make it World Cup '94 for relevance purposes eh? Obviously you'll be needing to sort us out with an address first.

By the way, how come everyone's being so nasty to me this month? I imagine I'll be getting the sack soon...

Stinge-o-mum

I am writing to you about the absolutely fabulous game (even if the graphics are bob) Test Match Cricket. I have played the old C64 version and loved every minute of it (despite losing every time), and have my heart set on buying the Amiga version. However, as I am only 10 years old my mum thinks a measly pound a week is enough to live on. Think again saddo!

Having seen the Amiga screenshots I can't see much difference, and therefore think the game is horribly overpriced at £25. At this rate it will take me six months to buy it, so please could you send a fiver or two my way, or even better, a copy of the game.

Yours hopingly,
Stuart Hall, Bury

PS. If you do this I will send in every single cheat I know for the Amiga.

Tell you what Stu, you send in the cheats, and I'll send the game. And none of this ripping them out of old mags either, you hear?

More? More?

Your magazine is just great. However [there's always one of those isn't there – Paul] it would be a good idea if you would also include an AGA Super League, with obvious things such as the title, position, and also whether it is markedly different from its non-AGA counterpart, or if it is AGA only. I think it would help a lot of A500 owners decide whether to upgrade, and it would also help A1200 owners like me to see which games are available and worth buying.
Thanx.

Jean-Pierre Fenech, Mosta, Malta

Not a bad idea, and if the leagues stay (and – groan – I think they will) it's something we'll certainly look into in the coming months.

Pffwsssk

Recently my parents bought me a CDTV Rom drive to add to my Amiga. I am pleased with the pleased etc., but I am bored with playing Lemmings. Where do I get software for it? I have heard that there are quite a few good games but I can't find any anywhere. Please could you send me some games or at least tell me where I could get some.

James Talbot,
Calne, Wiltshire

You seem to have a bit of a problem here, since you already own every single decent CDTV game, namely Lemmings. Is there a local dealer offering trade-ins? If so, go and have word with him. He might be able to help you out.

Send your letters to:

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Paul's Fan Club

Dear *** ****

Having read the letter titled "Taxpayer's Expense" in ish 60, we are writing to inform you that you are a bunch of sad moron/goat derivatives. We are A-level design students, and finding research for projects is hard enough without moose-heads like you being totally unreasonable and goat like. Your supposedly funny sarcasm is just an excuse for being lazy. Rant, rave, etc.

Yours well pissed off,

Bob the Mad, Bil the Galactic Hero (spelt correctly), Gav the Hedge, no address
PS. Your mag is crap
PPS. Any sarcastic remarks in reply to this letter will be dealt with using a sledge hammer.

Design students eh... So which McDonalds do you intend to work in?

To that thick **** at the AA,

It's me Andrew Hales (issue 60, 'Ere we go – Paul) you ****** ******, how dare you call me a nerd you chicken spank, you're so ******* lonely that calling people names gives you a thrill. Are you the thickest ******** of a ********* on earth. What I was trying to say was your ratings are crap, you ****** face, which was clearly pointed out in the first sentence, you chicken ******. What do you mean I can't spell, it was just a mis-type you butt dumpling.
I bet you live on your own, you left school at 16 and your highest mark was an F in all of your exams. You give your pets a **** *** because it is the nearest you'll have to sex. You are a loner, the only reason for Talkback is because you are so lonely, and you think all the people who write in are your friends.

Let me tell you something you horse ****, I could kick the crap out of you any day, you giraffe's ********. You are so lucky that you live so far away or I would have kicked the crap out of you, you rhino's left testicle. If I ever see you, I will completely murder you, you monkey's *****.

Do yourself a favour, kill yourself, because if I was a low life like you, I would kill myself.

No name, no address, but it seems that it's Andrew Hales from Aylesbury.

I don't have any pets actually, but I'm warming to the idea now...

Dear Paul (now that's better)

I am writing to offer my sympathy over the majority of letters you received in the August issue, especially the letter entitled "'Ere we go, 'ere we go".

He complained Cannon Fodder was crap because "all you do is click here and there" – if this is the case then all games must be crap because "all you do is waggle the joystick a bit and press fire." What a prat.

I also think Mr. A. Hales loves himself a bit. "I'm the best" he swanks – he must have a massive head. If anyone needs some money, challenge Mr. Hales to a game of Sensible Soccer. I think Mr. A. Hales has got his name wrong – shouldn't it be Mr. A. Holes?

J. Williamson, Worminghall, Bucks

Thank you J., it's nice to know that at least a small percentage of our readers don't wish I was dead/employed somewhere else. Now if only I could get the rest of the staff to think the same way.

To ********** Paul,

[Can we just leave it now please? Can we? – Paul]

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Super Leagues

The infamous Leagues survive the chop once more for another appearance. We're beginning to wonder whether there's any truth in that rumour at all.

Arcade Adventure

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Mirrorsoft
2 **ROBOCOP 3**
Ocean
3 **D/GENERATION**
Mindscape
4 **SECOND SAMURAI**
Psygnosis
5 **HUNTER**
Activision
6 **ANOTHER WORLD**
US Gold

7 **JURASSIC PARK**
Ocean
8 **HEIMDALL**
Core Design
9 **THE IMMORTAL**
Electronic Arts
10 **GOLD OF THE AZTECS**
US Gold
11 **CADAVER**
Renegade
12 **MOONSTONE**
Mindscape
13 **CORPORATION** + Mission Disk
Core Design
14 **SPACE CRUSADE**
Gremlin
15 **HERO QUEST** + Data Disk
Gremlin
16 **ASHES OF EMPIRE**
Mirage
17 **CYBERCON III**
US Gold
18 **SWORD OF HONOUR**
DMI
19 **LORDS OF TIME**
Software Business
20 **XENOMORPH**
Ubisoft
21 **BARBARIAN II**
Palace
22 **SHADOW OF THE BEAST III**
Psygnosis
23 **ROCKET RANGER**
Cinemaware
24 **CAME FROM THE DESERT** +Ant Head
Cinemaware
25 **HORROR ZOMBIES/THE CRYPT**
Millennium
26 **UNREAL**
Ubisoft
27 **KULT**
Ubisoft
28 **OBITUS**
Psygnosis
29 **CRYSTALS OF ARBOREA**
Silmarils
30 **VOODOO NIGHTMARE**
Activision
31 **LAST NINJA 3**
System 3
32 **ABANDONED PLACES**
Electronic Zoo
33 **ZOMBI**
Ubisoft
34 **NINJA REMIX**
System 3
35 **COLORADO**
Ubisoft
36 **BLOODWYCH** +Data Disks
Mirrorsoft
37 **COLDITZ**
Digital Magic
38 **HEAD OVER HEELS**
Ocean
39 **INDY/FATE OF ATLANTIS**
Lucasfilm
40 **HARE RAISING HAVOC**
Infogrames
41 **B.A.T.**
Ubi Soft
42 **MERCENARY III**
Novagen
43 **SHADOW OF THE BEAST II**
Psygnosis
44 **DIZZY'S EXCELLENT ADV**
CodeMasters
45 **THE SIMPSONS**
Ocean
46 **DEATH TRAP**
Anco
47 **DRAGON'S LAIR III**
Readysoft
48 **TREASURE TRAP**
CodeMasters
49 **SHADOW OF THE BEAST**
Psygnosis
50 **INFESTATION**
Unknown
51 **RESOLUTION 101**
Millennium/UBI
52 **NEUROMANCER**
Unknown
53 **RAN XEROX**
Ubi Soft
54 **BATMAN - CAPED CRUSADER**
Ocean
55 **WEIRD DREAMS**
Rainbow Arts
56 **SPACE ACE II**
Readysoft
57 **SIR FRED**
Ubisoft
58 **HEROES OF THE LANCE**
US Gold
59 **STORMLORD**
Unknown
60 **THUNDERBIRDS**
Teque/UBI
61 **GHOSTBUSTERS 2**
Activision
62 **BOROBODUR**
Thalamus
63 **BRIDES OF DRACULA**
Gonzo Games
64 **NIGHTBREED (INTERACTIVE)**
Ocean
65 **GUY SPY**
Readysoft
66 **THE RETURN OF MEDUSA**
Unknown
67 **OMNICRON CONSPIRACY**
Unknown
68 **BLADE WARRIOR**
Unknown
69 **CHAOS IN ANDROMEDA**
Arc
70 **BADLANDS PETE**
Arc
71 **UNIVERSAL MONSTERS**
Ocean
72 **SPACE ACE**
Readysoft
73 **DRAGONS LAIR 2**
Readysoft
74 **SINGE'S CASTLE**
Readysoft
75 **DRAGON'S LAIR**
Readysoft
76 **BARBARIAN**
Palace
77 **OBLITERATOR**
Unknown
78 **CRIME DOES NOT PAY**
Empire
79 **KRISTAL**
Unknown
80 **GALDREGON'S DOMAIN**
Unknown
81 **EYE OF HORUS**
Millenium
82 **PYRAMAX**
Unknown
83 **THEME PARK MYSTERY**
Mirrorsoft
84 **BARBARIAN II**
Psygnosis
85 **PAC LAND**
Unknown
86 **THREE STOOGES**
Cinemaware
87 **HEART OF THE DRAGON**
Dynamix
88 **MICKEY MOUSE**
US Gold
89 **BEASTLORD**
Grandslam
90 **AQUANAUT**
Fission Chips

Adventure

1 **VALHALLA**
Vulcan
2 **BENEATH A STEEL SKY**
Virgin
3 **MONKEY ISLAND 2**
US Gold
4 **INDY/FATE OF ATLANTIS**
US Gold
5 **STAR TREK**
Interplay
6 **SIMON THE SORCERER**
PDQ
7 **LEGEND OF KYRANDIA**
Virgin
8 **LURE OF THE TEMPTRESS**
Virgin
9 **SECRET OF MONKEY ISLAND**
US Gold
10 **CURSE OF ENCHANTIA**
Core Design
11 **RISE OF THE DRAGON**
Dynamix
12 **DARK SEED**
Cyberdreams
13 **LABYRINTH OF TIME**
Electronic Arts
14 **MADDOG WILLIAMS**
Game Crafters
15 **INDY/LAST CRUSADE**
Lucasfilm
16 **KGB**
Virgin
17 **MEAN STREETS**
US Gold
18 **KINGS QUEST VI**
Sierra
19 **OPERATION STEALTH**
US Gold
20 **LEISURE SUIT LARRY 5**
Sierra
21 **CRUISE FOR A CORPSE**
US Gold
22 **WAXWORKS**
Accolade
23 **COSMIC SPACEHEAD**
Codemasters

24 **ELVIRA/MISTRESS OF DARK**
Accolade
25 **ELVIRA II/JAWS OF CERBERUS**
Accolade
26 **KING'S QUEST SERIES**
Sierra
27 **HEART OF CHINA**
Dynamix
28 **MANIAC MANSION**
Eldersoft
29 **NIPPON SAFES INC**
DMI
30 **INNOCENT UNTIL CAUGHT**
Psygnosis
31 **LOOM**
US Gold
32 **WILLY BEAMISH**
Sierra
33 **HITCHHIKERS GUIDE**
Infocom
34 **CODENAME: ICEMAN**
Sierra
35 **POLICE QUEST SERIES**
Sierra
36 **FUTURE WARS**
US Gold
37 **LEATHER GODDESSES**
Infocom
38 **LEISURE SUIT LARRY 1, 2 & 3**
Sierra
39 **SPACE QUEST IV**
Sierra
40 **SPACE QUEST 1, 2 & 3**
Sierra
41 **DUNE**
Virgin
42 **TRIAL BY FIRE**
Sierra
43 **ZAK MCKRAKEN**
Lucasfilm
44 **ZORK TRILOGY**
Infocom
45 **SUSPICIOUS CARGO**
Gremlin

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Virgin
47 **DEMONIAK**
Silmarils
48 **PLAN 9 FROM OUTER SPACE**
Gremlin
49 **MAUPITI ISLAND**
Lankhor
50 **PLANETFALL**
Infocom
51 **GUILD OF THIEVES**
Rainbird
52 **STATIONFALL**
Infocom
53 **B.A.T. II**
Ubi Soft
54 **INNOCENT UNTIL CAUGHT**
Psygnosis
55 **CONQUESTS OF CAMELOT**
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56 **LURKING HORROR**
Unknown
57 **ULTIMA SERIES**
Origin Mindscape
58 **MANHUNTER SERIES**
Sierra
59 **HOOK**
Ocean
60 **B.A.T.**
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61 **DEJA-VU 1+2**
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62 **SHOGUN**
Infocom
63 **SPELLBREAKER**
Infocom
64 **WISHBRINGER**
Infocom
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66 **ENCHANTER**
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67 **SORCEROR**
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68 **BEYOND ZORK**
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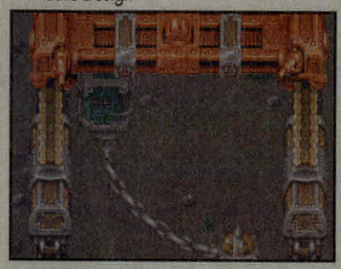
Infocom
73 **TIME**
Rainbird
74 **INFIDEL**
Infocom
75 **CORRUPTION**
Rainbird
76 **FISH**
Rainbird
77 **JINXTER**
Rainbird
78 **THE PAWN**
Rainbird
79 **SUSPENDED**
Infocom
80 **TIMES OF LORE**
Origin
81 **COLONEL'S BEQUEST**
Sierra
82 **WEEN**
Loriciel
83 **GOLDRUSH!**
Sierra
84 **FASCINATION**
Digital Integration
85 **STARCROSS**
Ubisoft
86 **HOLLYWOOD HI-JINX**
Infocom
87 **TRINITY**
Ubisoft
88 **A MIND FOREVER VOYAGING**
Infocom
89 **BLACK CAULDRON**
Infocom
90 **NIGHT ORC**
Rainbird

Shoot 'em-up

1 **CHAOS ENGINE**
Renegade
2 **DESERT STRIKE**
Electronic Arts
3 **ALIEN BREED 2**
Team 17
4 **BANSHEE**
Core Design



5 **PROJECT-X**
Team 17
6 **ALIEN BREED '92**
Team 17
7 **BLOOD MONEY**
Psygnosis
8 **ALIEN BREED**
Team 17
9 **TURRICAN 3**
Renegade
10 **SEEK AND DESTROY**
Mindscape
11 **WALKER**
Psygnosis
12 **SILKWORM**
Virgin
13 **SWIV**
The Sales Curve
14 **TURRICAN 2**
Rainbow Arts
15 **OVERKILL**
Mindscape
16 **URIDIUM 2**
Renegade
17 **BLASTAR**
Core
18 **JET STRIKE**
Alternative
19 **CYBERPUNKS**
Core Design
20 **SIMULCRA**
MicroStyle
21 **XENON II - MEGABLAST**
Renegade
22 **THE KILLING GAME SHOW**
Psygnosis
23 **X-OUT**
Rainbow Arts
24 **DISPOSABLE HERO**
Gremlin
25 **T2 ARCADE**
Virgin
26 **Z-OUT**
Rainbow Arts
27 **APIDYA**
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28 **R-TYPE II**
Activision
29 **MIDNIGHT RESISTANCE**
Ocean
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Psygnosis
32 **ALCATRAZ**
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33 **PANG**
Ocean
34 **VENUS**
Gremlin
35 **EPIC**
Ocean
36 **APOCALYPSE**
Virgin
37 **R-TYPE**
Activision
38 **BATTLE SQUADRON**
Ubisoft
39 **AMNIOS**
Psygnosis
40 **WOLFCHILD**
Core Design
41 **SPACE GUN**
Ocean
42 **LETHAL XCESS**
Grandslam
43 **VITAL LIGHT**
Millennium
44 **RUBICON**
21st Century
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Mindscape
46 **ANARCHY**
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Ocean
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49 **WINGS OF DEATH**
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50 **WARZONE**
Core Design
51 **ESCAPE FROM THE ROBOT**
Unknown
52 **MONSTERS**
Ubisoft
53 **STELLAR 7**
Sierra
54 **ORK**
Psygnosis
55 **STARDUST**
Daze
56 **VIDEO KID**
Gremlin
57 **FLY HARDER**
Krysalis
58 **PEGASUS**
Gremlin
59 **HOSTILE BREED**
Palace
60 **BONANZA BROS**
US Gold
61 **FIREHAWK**
Codemasters
62 **FANTASTIC VOYAGE**
Ubisoft
63 **STRIDER II**
US Gold
64 **ATOMIC ROBO-KID**
Activision
65 **THE EXECUTIONER**
Audiogenic
66 **ARMALYTE**
Thalamus
67 **OPERATION WOLF**
Ocean
68 **SHADOW DANCER**
US Gold
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US Gold
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Renegade
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Ubisoft
76 **ROBOCOP 2**
Ocean
77 **AGONY**
Psygnosis
78 **STARUSH**
Ubisoft
79 **MERCS**
US Gold
80 **BAAL**
Unknown
81 **CAVITAS**
Unknown
82 **ALIEN STORM**
US Gold
83 **WARLOCK THE AVENGER**
Millennium
84 **CARDIAXX**
Electronic Zoo/Team 17
85 **TOTAL CARNAGE**
ICE
86 **WESTPHASER**
Loriciel
87 **FIRE AND FORGET**
Titus
88 **STARRAY**
Logotron
89 **PREDATOR II**
Mirrorsoft
90 **GHOST BATTLE**
Thalion
91 **FRENETIC**
Audiogenic
92 **THE SPY WHO LOVED ME**
Domark
93 **TOTAL RECALL**
Ocean
94 **UNDER PRESSURE**
Electronic Zoo
95 **BACK TO THE FUTURE 3**
Mirrorsoft
96 **MENACE**
Psygnosis
97 **SAINT DRAGON**
Domark
98 **DALEK ATTACK**
Alternative
99 **THUNDERJAWS**
Domark
100 **ZONE WARRIOR**
Electronic Arts

Sports Simulation

1 **SENSIBLE SOCCER V1.1**
Renegade
2 **GOAL**
Virgin
3 **SPEEDBALL 2**
Renegade
4 **PRO TENNIS TOUR 2**
Ubi Soft
5 **MAN UTD LEAGUE CHAMPS**
Krysalis
6 **JOHN MADDEN**
Electronic Arts
7 **PGA TOUR GOLF** + Data Disk
Electronic Arts

Super Leagues

8 **PREMIER MANAGER 2**
Gremlin
9 **GRAHAM GOOCH CRICKET**
Audiogenic
10 **PREMIER MANAGER**
Gremlin
11 **MICROPROSE GOLF**
MicroProse
12 **WORLD CLASS RUGBY**
Audiogenic
13 **BRUTAL SPORTS FOOTBALL**
Millennium

14 **WINTER OLYMPICS**
U.S. Gold
15 **EUROPEAN CHAMPIONS**
Ocean
16 **PLAYER MANAGER**
Anco
17 **WILD CUP SOCCER**
Millennium
18 **SPEEDBALL**
Renegade
19 **JIMMY WHITE'S SNOOKER**
Virgin
20 **ARCHER MACLEAN'S POOL**
Virgin
21 **WORLD CLASS LEADERBOARD**
US Gold
22 **SIERRA SOCCER**
Sierra (obviously)
23 **ARCADE POOL**
Team 17
24 **LINKS**
US Gold
25 **TEST MATCH CRICKET**
Challenge
26 **THE MANAGER**
US Gold
27 **GAMES: SUMMER EDITION**
US Gold
28 **CHAMP MANAGER '93**
Domark
29 **AMERICAN GLADIATORS**
Gametek
30 **NICK FALDO'S CHAMP GOLF**
Grandslam
31 **CHAMPIONSHIP MANAGER**
Domark
32 **KICK OFF 2**
Anco
33 **TENNIS CUP**
Loriciel
34 **TV SPORTS FOOTBALL**
Mindscape
35 **CALIFORNIA GAMES**
US Gold
36 **WEMBLEY RUGBY LEAGUE**
Audiogenic
37 **STRIKER**
Rage
38 **PRO TENNIS TOUR**
Ubi Soft
39 **JAHANGIR KHAN SQUASH**
Krisalis
40 **GRAHAM TAYLOR'S**
Krisalis
41 **RBI 2 BASEBALL**
Mindscape
42 **DISC**
Loriciel
43 **THE AQUATIC GAMES**
Millennium
44 **TV SPORTS BASKETBALL**
Mindscape

45 **SUPER SPORT CHALLENGE**
Daze
46 **RYDER CUP**
Ocean
47 **TENNIS CUP 2**
Loriciel
48 **SOCCER STAR**
B.U.B.
49 **LIVERPOOL**
Grandslam
50 **WINTER SUPERSPORTS '92**
Flair
51 **J BARNES EURO FOOTBALL**
Krisalis
52 **ZANY GOLF**
Ubisoft
53 **EURO SOCCER**
Flair
54 **MAN UNITED - EUROPE**
Krislais
55 **TV SPORTS BASEBALL**
Mindscape
56 **FIENDISH FREDDY**
Tynesoft
57 **INTERNATIONAL SPORTS**
Empire
58 **MASTER BLAZER**
Rainbow Arts
59 **TIP OFF**
Anco
60 **EUROPEAN FOOTBALL CHAMP**
Krysalis
61 **WAYNE GRETZKY HOCKEY 2**
Bethesda
62 **TACTICAL MANAGER**
Kompart
63 **MICROPROSE SOCCER**
MicroProse
64 **INTERNATIONAL SOCCER**
MicroProse
65 **SUPERSKI 2**
Microids
66 **THE CARL LEWIS CHALLENGE**
Psygnosis
67 **CALIFORNIA GAMES II**
US Gold
68 **MEGA SPORTS**
Ubisoft
69 **GRAND MONSTER SLAM**
Rainbow Arts
70 **WORLD GAMES**
US Gold
71 **PROJECTYLE**
Electronic Arts
72 **PURPLE SATURN DAY**
Infograms
73 **ADVANTAGE TENNIS**
Ubisoft
74 **EMPIRE SOCCER**
Empire
75 **WWF WRESTLEMANIA**
Ocean
76 **STORMBALL**
Millennium
77 **ITALY 1990**
US Gold
78 **FACE OFF ICE HOCKEY**
Krisalis
79 **BILLIARDS II**
Infograms
80 **REBEL RACER**
Unknown
81 **I PLAY 3D SOCCER**
I-Play
82 **WORLD CHAMP SOCCER**
Unknown
83 **STEVE DAVIS SNOOKER**
CDS
84 **FOOTBALL MANAGER 2**
Addictive
85 **JACK NICKLAUS GOLF**
Gremlin
86 **FOOTBALLER OF THE YEAR 2**
Gremlin
87 **3D TENNIS**
Unknown

88 **WILD WHEELS**
Ocean
89 **RUGBY/THE WORLD CUP**
Infogrames
90 **SUPER LEAGUE MANAGER**
Unknown
91 **EUROPEAN SUPERLEAGUE**
Unknown
92 **TOURNAMENT GOLF**
Unknown
93 **MANCHESTER UNITED**
Krisalis
94 **CIRCUS GAMES**
Unknown
95 **ADIDAS SOCCER**
Ocean
96 **SLIDERS**
Palace
97 **INTER. RUGBY CHALLENGE**
Domark
98 **SUPERSOCCER**
Ubisoft
99 **PASSING SHOT**
Unknown
100 **GRAND NATIONAL**
Unknown

Flight Simulation

1 **REACH FOR THE SKIES**
Virgin
2 **FLIGHT OF THE INTRUDER**
Mirrorsoft
3 **GUNSHIP 2000**
MicroProse

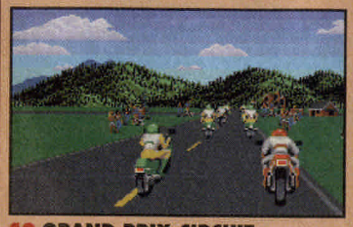
4 **FALCON & MISSION** *Disks 1 & 2*
Mirrorsoft
5 **TORNADO**
Digital Integration
6 **F117A**
Microprose
7 **COMBAT AIR PATROL**
Psygnosis
8 **B17 FLYING FORTRESS**
MicroProse
9 **DOGFIGHT**
MicroProse
10 **THUNDERHAWK**
Core Design
11 **F-19 STEALTH FIGHTER**
MicroProse
12 **THEIR FINEST HOUR** *+ Data Disk*
Lucasfilm
13 **F-16 COMBAT PILOT**
Digital Integration
14 **A320 AIRBUS USA**
Thalion
15 **BATTLEHAWKS 1942**
Lucasfilm
16 **FIGHTER BOMBER**
Activision
17 **A320 AIRBUS**
Thalion
18 **A-10 TANK KILLER V1.5**
Sierra
19 **GUNSHIP**
MicroProse
20 **BIRDS OF PREY**
Electronic Arts
21 **SHUTTLE**
Virgin
22 **PROFLIGHT**
Hi Soft

23 **INTERCEPTOR**
Unknown
24 **FLIGHT SIMULATOR 2**
Sublogic
25 **KNIGHTS OF THE SKY**
MicroProse
26 **MIG-29M SUPER FULCRUM**
Domark
27 **F-29 RETALIATOR**
Ocean
28 **F-15 STRIKE EAGLE II**
MicroProse
29 **A-10 TANK KILLER**
Sierra
30 **MIG-29 FULCRUM**
Domark
31 **TOWER FRA**
Unknown
32 **WINGS**
Cinemaware
33 **SKYCHASE**
Microprose
34 **F-15 STRIKE EAGLE**
MicroProse
35 **ATF II**
Digital Integration
36 **FIGHTER DUEL PRO**
Jaeger Software
37 **CHUCK YEAGER**
Electronic Arts
38 **RED BARON**
Dynamix
39 **STRIKE FORCE HARRIER**
Digital Integration
40 **BLUE MAX**
Unknown

Racing

1 **SKIDMARKS**
Acid Software
2 **LOTUS ESPRIT TURBO CHALL**
Gremlin
3 **BUMP N BURN**
Grandslam
4 **FORMULA ONE GRAND PRIX**
MicroProse
5 **SUPERCARS 2**
Gremlin
6 **LOTUS TURBO CHALLENGE II**
Gremlin
7 **OVERDRIVE**
Team 17
8 **STUNT CAR RACER**
MicroStyle
9 **NO SECOND PRIZE**
Thalion
10 **NITRO**
Psygnosis
11 **LOTUS III**
Gremlin
12 **LAMBORGHINI**
Titus
13 **F17 CHALLENGE**
Team 17
14 **MICRO MACHINES**
CodeMasters
15 **JAGUAR XJ220**
Core Design
16 **HARLEY DAVIDSON**
Mindscape
17 **F1**
Domark
18 **VROOM**
Unknown
19 **BILL ELLIOT'S NASCAR**
Gametek
20 **CRAZY CARS 3**
Titus
21 **INDIANAPOLIS 500**
Electronic Arts
22 **NIGEL MANSELL**
Gremlin

23 **SUPER MONACO GP**
US Gold
24 **TEST DRIVE 2**
Accolade
25 **TOYOTA RALLY**
Gremlin
26 **COMBO RACER**
Gremlin
27 **SUPER OFF ROAD RACER**
Virgin
28 **SUPER CARS**
Gremlin
29 **TEAM SUZUKI**
Gremlin
30 **LOMBARD RAC RALLY**
Mandarin
31 **SUPER HANG-ON**
Activision
32 **JUPITER'S MASTERDRIVE**
Ubi Soft
33 **RVF HONDA**
MicroStyle
34 **INDY HEAT**
The Sales Curve
35 **PSYBORG**
Loriciel
36 **4D SPORTS DRIVING**
Mindscape
37 **OUTRUN EUROPA**
US Gold
38 **HARD DRIVIN' II**
Domark
39 **ROAD RASH**
Electronic Arts



40 **GRAND PRIX CIRCUIT**
Unknown
41 **TURBO OUTRUN**
US Gold
42 **HARD DRIVIN'**
Domark
43 **BADLANDS**
Domark
44 **PRIME MOVER**
Psygnosis
45 **THE CYCLES**
Ubisoft
46 **CHASE HQ II**
Ocean
47 **POWERDROME**
Ubisoft
48 **OVERLANDER**
Elite
49 **TEST DRIVE**
Accolade
50 **BURNING RUBBER**
Ocean
51 **RED ZONE**
Psygnosis
52 **CISCO HEAT**
Mirrorsoft
53 **RACE DRIVIN'**
Domark
54 **MOONSHINE RACERS**
Millennium
55 **FERRARI FORMULA 1**
Virgin
56 **THE ULTIMATE RIDE**
Mindscape
57 **HOTROD**
Activision
58 **GRAND PRIX MASTER**
Codemasters
59 **CHASE HQ**
Ocean
60 **HIGHWAY PATROL 2**
Infogrames

Beat 'em-up

1 **MORTAL KOMBAT**
Virgin
2 **ELFMANIA**
Renegade

3 **IK+**
System 3
4 **BODY BLOWS**
Team 17
5 **PANZA KICK BOXING**
Futura
6 **TORVAK THE WARRIOR**
Core Design
7 **BODY BLOWS GALACTIC**
Team 17
8 **BUDOKAN**
Electronic Arts
9 **STREETFIGHTER II**
US Gold
10 **ORIENTAL GAMES**
Unknown
11 **AFTER THE WAR**
Dynamic
12 **VIGILANTE**
US Gold
13 **WRATH OF THE DEMON**
Readysoft
14 **SHADOW WARRIORS**
Ocean
15 **FINAL FIGHT**
US Gold
16 **NINJA WARRIORS**
Virgin
17 **GOLDEN AXE**
Virgin
18 **SWORD OF THE SODAN**
Activision
19 **CHAMBERS OF SHAOLIN**
Grandslam
20 **METAL MASTERS**
Infogrames
21 **BLACK TIGER**
US Gold
22 **DARKMAN**
Ocean
23 **SKULL AND CROSSBONES**
Domark
24 **DOUBLE DRAGON III**
Virgin
25 **DYNASTY WARS**
US Gold
26 **PITFIGHTER**
Domark
27 **FULL CONTACT**
Team 17
28 **TMHT**
Mirrorsoft
29 **DINOWARS**
Unknown
30 **NIGHTBREED (ARCADE)**
Ocean
31 **ROGUE TROOPER**
Krysalis
32 **DOUBLE DRAGON II**
Virgin
33 **LAST NINJA 2**
System 3
34 **IVANHOE**
Ocean
35 **WILD STREETS**
Titus
36 **DR DOOMS REVENGE**
Entertainment International
37 **COUGAR FORCE**
Tomahawk
38 **BATTLETOADS**
Mindscape
39 **TURTLES 2/ARCADE GAME**
Mirrorsoft
40 **DANGEROUS STREETS**
Flair

Strategy

1 **SETTLERS**
Kompart
2 **THEME PARK**
Electronic Arts
3 **UFO**
Microprose
4 **POWERMONGER** + Data Disk
Electronic Arts
5 **UTOPIA** + Data Disk
Gremlin
6 **MEGA LO MANIA**
Mirrorsoft
7 **POPULOUS II**
Electronic Arts
8 **CIVILISATION**
MicroProse
9 **DUNE II**
Virgin
10 **K240**
Gremlin
11 **PIRATES! GOLD**
MicroProse
12 **CAESAR**
Impressions
13 **SABRE TEAM**
Krisalis

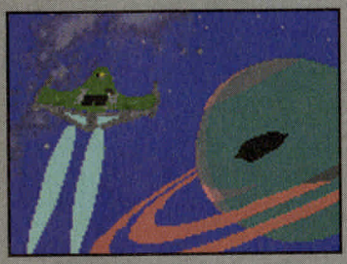
14 **D-DAY**
Impressions
15 **GLOBAL EFFECT**
Electronic Arts
16 **DREADNOUGHTS**
Turcan Research
17 **CAMPAIGN 2**
Empire
18 **GENGHIS KHAN**
Infogrames
19 **GENESIA**
Mindscape
20 **SIM CITY DELUXE**
Infogrames
21 **SIMCITY** +Terrain Editor
Infogrames
22 **A-TRAIN**
Maxis
23 **CAESAR DELUXE**
Impressions
24 **PERFECT GENERAL**
Impressions
25 **SUPREMACY**
Unknown
26 **CELTIC LEGENDS**
Ubi Soft
27 **GLOBAL DOMINATION**
Impressions
28 **BANDIT KINGS**
Unknown
29 **BATTLE ISLE** + Data Disk
Blue Byte
30 **POPULOUS** +Promised Lands
Electronic Arts
31 **RAILROAD TYCOON**
MicroProse
32 **RAGNAROK**
Mirage
33 **AIRFORCE COMMANDER**
Impressions
34 **CAMPAIGN** + Data Disk
Empire
35 **REALMS**
Virgin
36 **THE PATRICIAN**
Daze
37 **CENTURION**
CCS
38 **BREACH 2**
Impressions
39 **HARPOON** + Data Disk
Mirrorsoft
40 **MURDER**
US Gold
41 **LASER SQUAD**
Krisalis
42 **ROME AD92**
Millennium
43 **VIKINGS**
Thalamus
44 **BREACH**
Impressions
45 **PALADIN**
Impressions
46 **SIM EARTH**
Ocean
47 **DEUTEROS**
Activision
48 **HISTORYLINE 1914-1918**
Blue Byte
49 **BLUE AND THE GRAY**
Impressions
50 **SIMANT**
Ocean
51 **WARLORDS**
Unknown
52 **1869**
Flair
53 **GETTYSBURG**
Mirrorsoft
54 **ARMADA**
Mirrorsoft
55 **BORODINO**
Mirrorsoft
56 **MONOPOLY**
Unknown
57 **WHEN TWO WORLDS WAR**
Impressions
58 **RISK**
Unknown
59 **BATTLE CHESS II**
Intercom
60 **BATTLEMASTER**
Unknown
61 **MOONBASE**
CRL
62 **BATTLE CHESS**
Electronic Arts
63 **LORDS OF CHAOS**
DMI
64 **BRIGADE COMMANDER**
Unknown
65 **HILL STREET BLUES**
Krisalis
66 **AIRFORCE COMMANDER**
Impressions
67 **KINGMAKER**
US Gold
68 **AIR BUCKS**
Impressions
69 **GOLD OF THE AMERICAS**
Starbyte
70 **HALLS OF MONTEZUMA**
US Gold
71 **ARNHEM**
CCS
72 **GERM CRAZY**
Electronic Zoo
73 **TOWER OF BABEL**
Microprose

Super Leagues

74 CHESS CHAMPION 2175
CDS
75 FLOOR 13
Virgin
76 FIGHTER COMMAND
Impressions
77 FORT APACHE
Impressions
78 LIFE AND DEATH
Mindscape
79 INTERCEPTOR
Electronic Arts
80 RED LIGHTNING
SSI
81 CONFLICT EUROPE
Mirrorsoft
82 COHORT
Impressions
83 SEIGEMASTER
CCS
84 STORM ACROSS EUROPE
SSI
85 CONFLICT: MIDDLE EAST
US Gold
86 NAPOLEON I
Impressions
87 AFRIKA KORPS
Impressions
88 BIG BUSINESS
Rainbow Arts
89 RAMPART
Domark
90 MAELSTROM
Empire
91 CASTLES
Electronic Arts
92 CRIME CITY
Impressions
93 'NAM
Domark
94 TRADERS
Unknown
95 NUCLEAR WAR
US Gold
96 CHARGE OF LIGHT BRIGADE
Impressions
97 CASTLES 2
Interplay
98 CHAMPION OF THE RAJ
Mirrorsoft
99 DRAGON FORCE
Phalion
100 OVERRUN
US Gold

Arcade Strategy

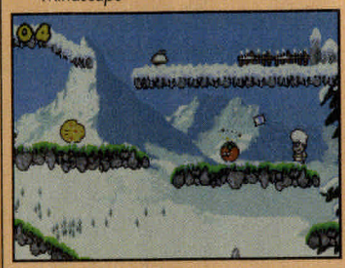
1 CANNON FODDER
Virgin
2 FRONTIER - ELITE 2
Gametek



3 LIBERATION
Mindscape
4 ELITE
Rainbird
5 SYNDICATE
Electronic Arts
6 SPACE HULK
Electronic Arts
7 ARMOUR-GEDDON
Psygnosis
8 DYNABLASTER
VBI
9 THE KILLING CLOUD
Mirrorsoft
10 HEIMDALL 2
Core Design
11 FLAMES OF FREEDOM
MicroProse
12 HIRED GUNS
Psygnosis
13 STARGLIDER 2
Rainbird
14 THEATRE OF DEATH
Psygnosis
15 STORM MASTER
Silmarils
16 SPECIAL FORCES
MicroProse
17 NORTH AND SOUTH
Infogrames
18 WAR IN THE GULF
Empire
19 PIRATES
US Gold
20 TRANSARCTICA
Silmarils
21 INTERPHASE
Mirrorsoft
22 DRAGON'S BREATH
Palace
23 MIDWINTER
MicroProse
24 IRON LORD
Ubisoft
25 MILLENIUM 2.2
Activision
26 DAMOCLES + Mission Disk
Novagen
27 COVERT ACTION
MicroProse
28 VOYAGE BEYOND
Unknown
29 LORDS OF THE RISING SUN
Cinemaware
30 ROBIN HOOD
Millennium
31 ANCIENT ART/WAR IN SKIES
MicroProse
32 NARCO POLICE
Dynamix
33 STAR CONTROL
Unknown
34 TEAM YANKEE
Empire
35 MOONFALL
Hewson
36 TIME MACHINE
Activision
37 MAGIC FLY
Activision
38 PACIFIC ISLANDS
Empire
39 CYTRON
Psygnosis
40 STRIKE FLEET
Electronic Arts
41 STARFLIGHT
SSI
42 SPACE ROGUE
Unknown
43 RULES OF ENGAGEMENT
Impressions
44 ARMOUR-GEDDON II
Psygnosis
45 MAGIC GARDENS
Electronic Zoo
46 ECO PHANTOM
Elec Zoo
47 VOLFIED
Empire
48 AIR SUPPORT
Psygnosis
49 SWORDS AND GALLEONS
Silver
50 D-DAY
US Gold

Platform

1 JAMES POND 3
Millennium
2 FLASHBACK
US Gold
3 SOCCER KID
Krisalis
4 BUBBLE N SQUEAK
Audiogenic
5 SUPERFROG
Team 17
6 NAUGHTY ONES
Kompart
7 OUT TO LUNCH
Mindscape

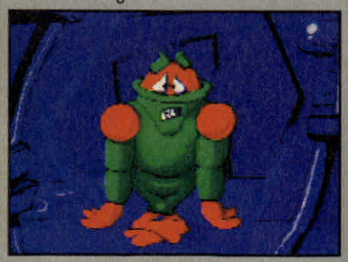


8 ZOOL
Gremlin
9 THE ADDAMS FAMILY
Ocean
10 ASSASSIN '94
Team 17
11 ASSASSIN
Team 17
12 PREMIERE
Core Design
13 GODS
Renegade
14 FURY OF THE FURRIES
Mindscape
15 ZOOL 2
Gremlin
16 RAINBOW ISLANDS
Ocean
17 PRINCE OF PERSIA
Domark
18 DONK
Supervision
19 PARASOL STARS
Ocean
20 FIRE & ICE
Renegade
21 ROBOCOD
Millennium
22 ARABIAN NIGHTS
Krisalis
23 PUGGSY
Psygnosis
24 LEANDER
Psygnosis
25 PUTTY
System 3
26 COOL SPOT
Virgin
27 BRIAN THE LION
Psygnosis
28 RICK DANGEROUS 1+2
KrisalisMicroProse
29 QUICK THE THUNDER RABBIT
Titus
30 ALIEN 3
Virgin
31 TRAPS 'N' TREASURES
Krisalis
32 QWAK
Team 17
33 SLEEPWALKER
Ocean
34 CHUCK ROCK II
Core Design
35 DELIVERANCE
21st Century
36 IMPOSSIBLE MISSION 2025
MicroProse
37 FUZZBALL
System 3
38 RODLAND
The Sales Curve
39 JAMES POND
Millennium
40 9-LIVES
Arc
41 ALFRED CHICKEN
Mindscape
42 LETHAL WEAPON
Ocean
43 ELF
Ocean
44 MYTH
System 3
45 SWITCHBLADE 2
Gremlin
46 FANTASTIC DIZZY
Codemasters
47 SUPER METHANE BROTHERS
Apache
48 TEARAWAY THOMAS
Soundware
49 BEAVERS
Grandslam
50 JIM POWER
Loriciel
51 WOODY'S WORLD
Global
52 'ALLO 'ALLO
Alternative
53 GLOBAL GLADIATORS
Virgin
54 TROLLS
Flair
55 MAGIC BOY
Empire
56 SWITCHBLADE
Gremlin
57 MAGIC POCKETS
Renegade
58 TOKI
Ocean
59 ELVIRA THE ARCADE GAME
Flair
60 THE BLUES BROTHERS
Titus
61 WONDER DOG
Core Design
62 CHUCK ROCK
Core Design
63 P.P. HAMMER
DMI
64 CREATURES
Thalamus
65 DEEP CORE
Ice
66 LIONHEART
Thalion
67 MCDONALD'S LAND
Virgin
68 BC KID
Ubi Soft
69 CRASH DUMMIES
Virgin
70 OSCAR
Flair
71 BUBBLE BOBBLE
Firebird
72 HARLEQUIN
Gremlin
73 FLOOD
Electronic Arts
74 NEW ZEALAND STORY
Ocean
75 VIKING CHILD
Unknown
76 CAR-VUP
Core Design
77 RISKY WOODS
Electronic Arts
78 YO JOE!
Hudson Soft

79 JOE & MAC
Elite
80 NIGHT SHIFT
Lucasfilm
81 DINO DETECTIVE AGENCY
Alternative
82 GLOBDULE
Psygnosis
83 NEBULUS II
Hewson
84 UGH!
Blue Byte
85 MEGA TWINS
US Gold
86 ROLLING RONNY
Virgin
87 BABY JO
Loriciel
88 SUBURBAN COMMANDO
Alternative
89 GHOULS'N'GHOSTS
Elite
90 PREHISTORIK
Titus
91 NICKY 2
Daze
92 WIZ 'N' LIZ
Psygnosis
93 FATMAN
Kompart
94 DENNIS
Ocean
95 DOJO DAN
Europress Software

Puzzle and Quiz

1 LEMMINGS 2
Psygnosis
2 BENEFACTOR
Psygnosis
3 OH NO! MORE LEMMINGS
Psygnosis
4 LOST VIKINGS
Interplay
5 DIGGERS
Millennium
6 PIPEMANIA
US Gold
7 BUBBA 'N' STIX
Core Design



8 ONE STEP BEYOND
Ocean
9 PUSH-OVER
Ocean
10 HUMANS/JURASSIC LEVELS
Mirage
11 BILL'S TOMATO GAME
Psygnosis
12 KRUSTY'S FUNHOUSE
Virgin
13 KLAX
Domark
14 CHIPS CHALLENGE
US Gold
15 TETRIS
Infogrames
16 BRAT
Mirrorsoft
17 WIZKID
Ocean
18 BOB'S BAD DAY
Psygnosis
19 BLOB
Core
20 GOBLIINS 2
Coktel Vision
21 MORPH
Millennium
22 GOBLIIINS
Coktel Vision
23 GOBLIINS 3
Sierra
24 TRODDLERS
The Sales Curve
25 SINK OR SWIM
Zeppelin
26 TINY SKWEEKS
Loriciel
27 LOOPZ
Audiogenic
28 SUPER TETRIS
MicroProse
29 STEG
CodeMasters
30 SWITCH QUIZ
Switchsoft
31 BLOCKOUT
Unknown
32 LOCOMOTION
Global
33 WELLTRIS
Infogrammes
34 BUG BOMBER
Unknown
35 ISHIDO
Palace
36 PUZZNIC
Ocean
37 NEVERMIND
Psyygnosis
38 E-MOTION
US Gold
39 TRIVIAL PURSUIT
Domark
40 MONOPOLY
Supervision
41 CASTLE OF DR. BRAIN
Sierra
42 STONE AGE
Grandslam
43 ATOMINO
Psygnosis
44 SUPAPLEX
Digital Integration
45 LOGICAL
Rainbow Arts
46 GEM'X
Unknown
47 BRAIN BLASTERS
Psygnosis
48 ATOMIX
Unknown
49 REVELATIONS
Krisalis
50 PICK'N'PILE
Ubi Soft
51 QUADREL
Krisalis
52 CATCH'EM
DMI
53 PLOTTING
Ocean
54 7 COLORS
Infogrames
55 KWIK SNAK
Unknown
56 SPINDIZZY WORLDS
CodeMasters
57 JUMPING JACKSON
Unknown
58 CLOWN'O'MANIA
Unknown
59 SCRABBLE
Melbourne House
60 MANIX
Millenium
61 MANIC MARBLE
Unknown
62 SCRABBLE
US Gold
63 TILT
Unknown
64 BOULDERDASH
First Star
65 BOSTON BOMB CLUB
Silmarils

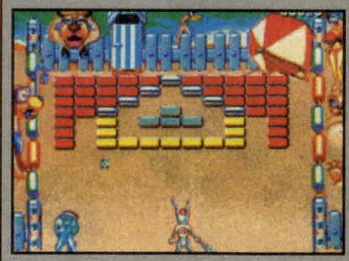
Role Playing

1 AMBERMOON
Thalion
2 DUNGEON MASTER
Psygnosis
3 CHAOS STRIKES BACK
Psygnosis
4 EYE OF THE BEHOLDER II
US Gold

5 LEGEND
Mindscape
6 KNIGHTMARE
Mindscape
7 AMBERSTAR
Thalion
8 BLACK CRYPT
Electronic Arts
9 MIGHT AND MAGIC III
US Gold
10 PALADIN II
Impressions
11 BANE OF THE COSMIC FORGE
US Gold
12 EYE OF THE BEHOLDER
US Gold
13 MIGHT AND MAGIC II
US Gold
14 PERIHELION
Psygnosis
15 SHADOWORLDS
Krisalis
16 WORLDS OF LEGEND
Mindscape
17 LEGACY OF SORASIL
Gremlin
18 POOLS OF DARKNESS
US Gold
19 DARKMERE
Core Design
20 DEATH KNIGHTS OF KRYNN
US Gold
21 CHAMPIONS OF KRYNN
US Gold
22 BLADE OF DESTINY
US Gold
23 BARD'S TALE III
Electronic Arts
24 BARD'S TALE II
Electronic Arts
25 ABANDONED PLACES 2
ICE
26 ISHAR 2
Daze
27 ULTIMA VI
Mindscape
28 EXODUS
Global
29 STARFLIGHT II
US Gold
30 WHALE'S VOYAGE
Flair
31 STARFLIGHT
US Gold
32 SHADOWLANDS
Domark
33 SECRET OF THE SILVER BLADES
Infocom
34 HARD NOVA
Electronic Arts
35 SHADOW SORCERER
US Gold
36 ISHAR/LEGEND OF FORTRESS
Daze
37 LEGENDS OF VALOUR
US Gold
38 LORD OF THE RINGS
Electronic Arts
39 SPACE 1889
Empire
40 MEGATRAVELLER 1
Empire
41 BUCK ROGERS
US Gold
42 DRAGON WARS
Unknown
43 AZURE BONDS
US Gold
44 POOL OF RADIANCE
US Gold
45 LEGEND OF FAERGHAIL
Rainbow Arts

Bat 'n' ball

1 PINBALL FANTASIES
21st Century
2 PINBALL DREAMS
21st Century
3 ARKANOID 2/REV OF
Ocean
4 SHUFFLEPUCK CAFE
Ubisoft
5 ARKANOID
Ocean
6 KRYPTON EGG
Rainbird



7 BUNNY BRICKS
Silmarils
8 LORDS OF WAR
Rainbow Arts
9 BOTICS
Krisalis
10 TITAN
Titus

Right, that's it for another month, but we'll be back next month to tell you that, in our opinion Oscar is much better than Yo Joe!

Swap Shop

SWAP SHOP WORLD TOUR '94/95

For years now Swap Shop has brought you all the very best in Amiga swaps and contacts. From its humble dwelling in a Macclesfield cellar the Swapster strives each month to provide you with a valuable service, but the time has come to spread its wings. Don't worry, Swap Shop will still be here every month as usual – it's just that it feels the time has come to seek its fame and fortune by swapping around the globe, and will be coming to you over the next few months from various exotic locations around the world. Unfortunately this month Swap Shop got a puncture on the M62 just outside Rochdale. Luckily Sir Cyril Smith and Lisa Stansfield were on hand to change the offending wheel, so next month... the world!

Swap: Dungeon Master/Chaos Strikes Back for either Beneath A Steel Sky, SuperFrog, or Elite 2. Phone Samantha King on 0243 582411.

For Sale: A1200, includes control centre, 4 meg, 32bit Fast RAM, 2 external floppy drives, VIDI 12 AGA, Technosound Turbo, Large collection of PD software and coverdisks, approx 25 original games and DPaint 4 AGA. Sell for £400. Also for sale: CD32, includes Diggers, Oscar, Ryder Cup, Liberation, Video Creator and Surrond Sound Speakers. Sell for £200! Also for sale (!): Star Trek Deep Space Nine; Volumes 1-17:£70 ono. (VHS). Write to: Andy Wilkinson, 32 Castle View, Sunderland, Tyne And Wear, SRS 3EA for more info.

For Sale: Action Replay MKIII - £30. Also Wanted Fort Apache. Willing to pay upto £20. Contact Andy on 0843 823155.

Blitz Basic users contact me. Beginners or Competent (ooer!), write to "Blitz Dudes", Daryl Booth, 22B ST Johns Ave, Ramsgate, Kent, CT12 6HE.

European Amiga contacts wanted. Letters from both Beginners AND Elite are answered. Send list with letter. Write to Brian Jensen, Kochsgade 3Y St, 5000 Odense C., Denmark.

For Sale: Amiga 500+, 2 Meg, games, mouse, scart lead - £170 ono, or swap for Amiga 600. Phone James Morgan on 0395 567756.

For Sale: Superfrog, Syndicate, Final Fight, Assassin Special, Chaos Engine, Pinball Fantasies, Lemmings, all with boxes and instructions. Offer prices. Phone Christopher Hobbs on 081 464 8809.

Swap: Cannon Fodder, Ryder Cup AGA, Greatest (Dune, Temptress, Jimmy White's). Want Settlers, Pinball Fantasies, Alien Breed (prefer 1200 version). Phone 0349 853443 after 5p.m.

Swap: Amstrad PCW 9512 for Amiga CD ROM, prefer with software. Phone Lee on 0732 365132. Printer needs help (don't we all dear?)

I will swap F29 + Birds of Prey for Microprose Grand Prix. Phone Andrew on 0728 723743, after 4p.m.

Swap: Mega Traveller 2, Battle Isle, Shadow Worlds, Lords of Time, Flames of Freedom, plus more for any R.P.G. or strategy - wanted Fate-Giants of Dawn. Write to Mike Gooda, 56 Watson Grove, Norwich, Norfolk, NR2 4LF.

For Sale: Amiga 500. 1 Meg with colour Monitor, some games, joystick, mouse, manual. Sell Complete for £250. No offers. Phone 0952 610785.

For Sale: Toki, Man Utd, Wings, DPaint 3, Photon Paint 2.0, Bart vs the Space Mutants and Lemmings. All for £40! Phone Daniel on 0787 476770.

For Sale: Latest games available, Man Utd Plc, Overdrive, Skidmarks, Elf Mania, Frontier to name a few. Call Phil on 0443 821116.

Amiga Contacts Wanted. Preferably people into Adventure/R.P.G.s to swap games and exchange hints etc. 100% reply. Get On The Case! (err...O.K!) Write to Neil Causey, 7 Juniper Court, Grazebrook Road, London N16 0HZ.

For Sale: latest games available; Sensi International, Kick Off 3, Zool 2, Overdrive, and loads of others. Call Rich on 0443 834088.

For Sale: Micro Machines, Alien Breed 2, Hero Quest 2, Assassin -£10 each. Powermonger, Realms, Utopia, Vroom, KQ1, Team Yankee 2 -£5 each. Write to J. Enciso, 38 Kingston Close, Street, Somerset, BA16 0DD.

For Sale: Amiga 500+, Workbench, DPaint 3 and around 20 games (inc. Utopia, Robocod, SFII, Zool, WWF, Jaguar XJ220) all manuals. £250 ono. Call 081 5175569 mon-thur after 5p.m.

For Sale: Amiga 600, 1MB, 20+ top games inc. Syndicate, Cannon Fodder, Premier Manager 2. 6 months old. Sell £130. Phone 0223 842181, Cambridge area.

Amiga Contacts Wanted for swaps. 101% reply. Send disks, lists to Chris Muckell, 12 Eaton Road, Dover, Kent, CT17 9PB.

Amiga Contacts Wanted; A600. I'm interested in Horse Racing, Greyhound and Pools Predictors. 100% reply. Phone Gordon on 0282 779156.

Penpal Wanted. Male or Female age 12-16. I will give 1000% reply. Do not send lists. Write to Barry Mason, 8 Lochloy Crescent, Nairn, IU12 5BD.

Amiga 1200 Contacts Wanted - World Wide. 100% reply. Write to John Tyler, Flat G/2, 41 Storie St, Paisley, Glasgow, PAI 2BE.

A500/600 Contacts Wanted. Beginners most welcome. S.A.E. Guaranteed Reply. U.K. only. Write to Harry Tang, 12 Mellalieu Street, Middleton, Manchester, M24 3DN.

For Sale: Amiga 600 with Printer plus four joysticks and loads of games worth £620. Sell for £500 ono. Phone Kevin Adkins on 021 7066679.

Swap: Beneath The Steel Sky, Syndicate, Dune 2. Wanted: Monkey Island 2, Flashback, North and South, Legend of Kyrandia or Another World. Phone Derek on 0349 884019.

Fallen At The First Horse Racing Game. Played by humans Against fellow humans. Play by disk for Amiga owners. Send £2 for rules on disk to Derek Rainey, 21 Chipperfield Drive, Kingswood, Bristol, B515 4DP.

Wanted: Hard Drive for A600, any size (Fnarr!). Must be in G.W.O.. Cash waiting. Contact Adam on 0202 426874. Soon.

New to Comms? Call Enigm, for loads of Amiga stuff, beginners section. Free technical advice, 18:00-08:00 Mon-Fri. 24Hrs Weekends. Phone James Brown on 0275 891229.

Do you want an Amiga Contact you can thrust (I really hope he means trust!) 200%? Then write to Wiliam Postma, Elgueien 16, Y100 Jorpelano, Norway.

For Sale: SNES, perfect working order, boxed, three controllers with Starwing, Zombies, Mortal Kombat, Zelda. £220 ono. Phone Steven on 0253 761149. (stop sending those forms Steven, it's in the mag!)

For Sale: Elite 2, Gunship 2000, A-Train, A230 Airbus, Art War in the Skies, Rules Engagement 2, When 2 Worlds War, Historyline, Desert Strike, Dune 2, Harrier Assault, Flying Fortress. £10 each. Phone 0451 870832.

Loor! A600 contax for long term swaps. No Zool players (hurrah!). Send list to Terry Cowell, 2 Madoc RD, Tremorfa, Cardiff, CF2 2TA.

Will pay £10 for half meg upgrade or £20 for one meg upgrade for A600. Phone Richard on 0246 819762.

Penpals wanted. Female around 15yrs. 100% reply. Photo up to you (aww!). Any interests (or even interested) write to Michael Newsham, 36 Princethorpe Road, Ipswich, Suffolk, IP3 8NX.

For Sale: Monkey Island 2, F12, First Samurai and Mega-lo-mania, Monkey Island, Chaos Engine, GTSC, Humans. £10. Populous, Dizzy Yolkfolk. £5. Write to Michael Ison, 49 Tanfield Road, East Didsbury, Manchester, M20 5GE.

CD32 games. Liberation, Labyrinth, Robocod, Mansell, Overkill, Zool, Ryder Cup, Global Effect, Chaos Engine, Project X, Seek'N'Destroy, Morph, £12 each. Phone Paul on 081 9401935.

A600 contacts wanted. 100% reply. Age 11-15. Send lists to Andy and Dan,1d Southgate Drive, Wincanton, Somerset, BA9 9ES.

For Sale: 8 Disk package for AGA owners, includes the latest demos, 24bit pictures and loads of utils. Please make cheques payable to: Adrian Coupland. (Uh, Adrian, a price would be nice). Write to Adrian Coupland, Wall Lodge, Bannisters Lane, Frampton, Boston, Lincs, PE20 1RD.

For Sale: Amiga 500 1mb, with joystick, discs £135. Colour Stereo Monitor £145. Twin Disc Drive £75. Phone 0993 840784.

Amiga Contacts Wanted: 100% reply. 1200 or 600. Send lists or disks to Ges2, 22 Hamlet Road, Fleetwood, Lancashire, FY7 7HW.

Sell/Swap: £15-17.50 each: Champ. Man '93, Dune 2, EOB, M. Kombat, M. Island 2, Kyrandia, Walker, B17, Darkseed, Skidmarks, Prem Man 1+2, Fury Furries, Utopia, Captive, Cadaver, Indy 4, D.Srike, Brutal Footy. I Want: W. Cup USA '94, Ambermoon, Valhalla, Darkmere, Heimdall 2, James Pond 3, Wizardy 6/7, Sabre Team 1200, B.Steel Sky. Phone Ryan on 0269 597380.

23 year old wants M/F A1200 contacts. Guaranted Reply. Garbage to: Stewart Wilmer, 162 Buxton Road, Heavily, Stockport, Cheshire, SK2 6HA.

Wanted: person with programming experiance to program selection of games. If interested and can help phone Sam on 0837 87215 between 6-10p.m.

100 Amiga games for sale. Includes J. Park, Valhalla, Pinball, Chaos Engine etc., £200 for the lot. 0706 220471 after 6pm. Paul.

Swap: Man Utd P.L.C. for Nick Faldos Champ Golf must work on my A1200. Phone Chris on 0302 750316

For Sale: Amiga 500, v1:3, 1mb, Action Replay Mk3, Printer, Mouse, Joystick, games. £200 or will swap for A1200. Phone 0533 550853.

Black and White handheld Power Scanner for Amiga. 400dpi; good quality scanning, boxed, software inc. Bargain at £60 ono. Also For Sale Amstrad CPC 464, 160k, second disk drive, modem, 200+ games £10. Phone Jake on 0928 566261.

Wanted: Naughty Ones, Zool 2, Noddy's B.A., Settlers, Hooray Henrietta, Reasoning With Trolls(!), Maths Dragon, One Step Beyond, Better Spelling, Spelling Fair, Henrietta Spells, Shoe People, Diggers, Fun Schools, Kingmaker External Disk Drive. All for A500+. Write to Pete Brenthall, 1 Mead Close, Aldridge, Walsall, W53 8QA.

A1200 Contacts Wanted. Send discs or lists to: Peter, 123 Coltman Ave, Beverly, North Humberside, HU17 9QE.

Swap: Civilisation, Street Fighter 2, Desert Strike, Cannon Fodder. Wanted: Apocolypse, Reach for the Skies. Anything else considered. Phone Steve on 081 9988967.

For Sale: Amiga 600, 1 meg, Philips Colour Monitor, Workstation, 2 Joypads, Mouse, programmes inc. Kindwords 3 and DPaint 3. Lots of brand new games inc. Flashback, P.Fantasies and Micro Machines. All in absolute excellent condition, less than a year old. All worth over £600. Will sell for £350, offers accepted. Contact Mr Herbst, Hengrove, Eaton Road, Appleton/Oxford, OX1 35YY.

Swap: Premier Manager, Body Blows Galactic AGA, Goal, Zool AGA, for Desert Strike, Sabre Team (AGA), Skidmarks. Phone Marcus on 0661 860254.

Wanted: T.V. Sports Basketball. I will pay up to £15!! Phone Nigel on 0646 682177 after 5.30p.m.

For Sale: A600 with mouse inc. over £200 worth of games inc. Graham Gooch, Mortal Kombat, F.1. G.P, Body Blows, Desert Strike, and many others. Worth £550 in total. Will sell for £300. Phone Julien Hunt on 081 9495126 after 6:00p.m.

Swap: Mortal Kombat for Beneath the Steel Sky or Cannon Fodder. Phone Luke on 0600 860594.

SwapShop

Wanted: Grand National game for A600. Contact Trish Richards, 219 Palatine Road, Blackpool, Lancs, 0253 305285.

For Sale: Amiga 600 with black and white T.V. Joystick and mouse, also Pen Pal Word Processor, Sonix Music both worth £150 and loads of games. £350 ono. Phone 0274 305201, 5-8p.m.

Have A1200, wil trade hints. Write to Philip W. Brooks, 36 Grand Ave, Cornelia, GA, 30531, USA.

A1200 contacts wanted, no beginners. Write to M. Gillott, Flat 3, 3 Loscoe RD, Heanor, Derbyshire, DE75 7FF.

For Sale: Chuck Rock 2, Street Fighter 2. Unwanted gifts, unopened. £15. Jurassic Park, used once. £10. Pegasus/McDonald, boxed. £15. Phone Shelley on 071 2536154.

For Sale: Final Copy 2, £35. Penpal, £15. Boxed, with manuals. Phone Zin on 0494 536855, evenings.

For Sale: Amiga 500. 1meg, many games, demos, 2 joysticks, mouse, only £200 ono. Phone 0367 710446 after 4p.m.

I deperately need help with KGB, Chapter 2. I would greatly appreciate it (Try AA back issues?) Write to Vicki Slade, 218 Longfellow Road, Worcester Park, Surrey, KT4 8BA.

A1200 Contacts and Penpals. Especially Female, between 14-16. Write to Francis Lavery, 16 Lakeview Park, Craigaven, C.O. Armaggh, N.Ireland.

Amiga magazines wanted from the last six months, without coverdisks, will pay fair price. Also original games for sale. Write to Mr. C.S. Dodd, 46 Ryhill Way, Earley, Reading, RG6 4AZ.

Penpals Wanted, 16-18 years old. Write to Kevin Brown, 16 Grasmere Gardens, Belfast, N.Ireland, BT15 5G.

Wanted: Perfect General Extra Scenario Levels. Ring Steve Williams on 081 8962110.

Amiga 1200 Contacts Wanted. 100% reply, send lists or disks to Chris Berry, 98 North Denes RD, Great Yarmouth, Norfolk, England, NR3D 4LN.

For Sale: Campaign 2. £12.75. Centurian, £7. Gods, £8. Flashback, £10. Populous 2, £9. Patrician, £8.75. Star Trek 25th, £13. Xenomorph, £7. Heimdall, £9. Jurassic Park, £10. Colosus Chess X, £7. Dungeon Master, £6.50. Phone Steve on 0272 688238.

Swap: Stunt Car Racer, Bubble + Squeak, Octamed 4, Asterix. Wanted: Jurassic Park, Monkey Island 2, R-Type 2, John Madden, F1 Grand Prix, Body Blows Galactic, WWF 2, Zool 2, Cool Spot, The Blues Brothers, Push Over. Phone James on 0494 530062.

Swap: Brutal Sports Football for Graham Gooch Cricket. Phone Andrew on 0594 844743.

Amiga Contacts Wanted: A500+/A600. Send lists to Gary Pace, 63 Meadow Ave, West Bromwich, West Midlands, B71 3EF.

Any Scottish female A1200 gamers out there? I am 29. Will swap shuttle for anything. Foreign correspondance would also be appreciated. Please send lists to Calum Roberts, 48 Barlogan Quadrant, Craigton, Glasgow, G52 1AH, Scotland.

Swap: Jurassic Park AGA, Space Hulk, Liberation. Wanted: Star Trek, A-Train, Steel Sky. Phone Martin O'Brien on 0506 844338.

Licenseware direct from the programmer. Two fruit machines, Ambassador Professional Auto Nudges etc. Money Cascade, the best available. Also Super Bingo 2.0, uses real speech samples to call numbers. £3 each or £5 for two. £7 for all three games, you won't be disappointed. A1200 or 2megs required. Write to John Ingham, 182 Woodthorpe Road, Sheffield, S13 8DX.

Sell/Swap: £15-17.50; Dune 2, Xenon, M+Magic 3, EOB 1+2, Utopia, Fury Furries, Walker, Indy 4, Desert Strikes, Monkey 2, Space Hulk, Champ Manager 93/94, Reach-Skies, J.Park, Lemmings, Kyrandia. I want UFO, K240, James Pond 3, Darkmere, Valhalla, Sabre Team 1200, Elfmania, Banshee, B.Steel Sky, Heimdall 2, Naughty Ones, Theme Park, Sim City 2000, Wizardry 6/7, Ambermoon. Phone Ryan on 0269 597380.

An unbelievable £300 for UK SNES with 17 games (inc. Super Tennis, Kombat, Desert Strike). Also includes digital programmable joystick. 0706 220471 after 6pm. Paul.

For Sale: NES pads (2), 12 games; Mario, Golf, Ducktails, Tetris. Phone Robert on 0865 202662, day 792425. £75, will split.

I would sell (but?) Body Blows, Chuck Rock 2, Turtles 2, Desert Strike, and Lemmings 2 for £2 each. Phone 041 4292697 between 4pm and 9pm weekdays.

For Sale: Mega Drive and Mega C.D, two six button programmable joypads, a total of 27 games including S.F.2. Also three years guarantee. Only £400, will part exchange with Amiga 1200. Must collect. phone Simon on 0246 477164 (Chesterfield).

For Sale: Cannon Fodder, Chaos Engine, Jurassic Park, Frontier, all boxed - £7 each. Others including John Madden from £3. Disc drive £10, stereo speakers £10. For details phone 0276 37462.

Contacts Wanted: I have the best of the latest games including Elfmania, Kick Off 3, Valhalla, and lots more. For a 100% fats reply write to: Iain Johnston, 67 Goodwood RD, Leicester, LE5 6TQ.

For Sale: £6 each for Monkey Island 1+2, Epic, Hook, Addams Family, Premiere, Turrican and Gods. Phone Chris on 081 7697606.

For Sale: Amiga 500, 1meg. Joysticks, mouse, 124 games, 160 demo disks, mags, 4 disk boxes, £195. Phone Andy on 0223 249067.

Amiga P.D. wanted. I'm trying to start my own library. Send any disks/ information PLEASE. All disks returned. Write to Dennis Lee, 17 Partridge Hall Manchester, Lancashire, M23 1PL. Bye!! (Goodbye)

Wanted: Reach for the Skies, Historyline. Swap for Skidmarks, Alien Breed 2, Epic, Mansell's Worlds Championship (A1200). Call Nigel 0403 2566810

Amiga contacts wanted. Send lists/disks to Jean-Pierre Fenech, Aquagem Triq, it-H Tajiriet (possibly!), Mosta, Malta. Won't disappoint.

Amiga CD32, 6 months old, 12 latest games, all boxed, £250. Call 0234 391514 between 4pm and 10pm

For Sale, A1200, 65MB hard drive, 6MB RAM, 20MHZ FPU. Very good buy, still boxed £550. Tel. Matt 0742 465386.

We're two fun girls aged 14 wanting penpals, preferably male aged 14-17. We're not always this boring - honest! Della & Chloe, 37 Sandiland Crescent, Bromley, Kent, BR2 7DP.

Amiga contacts wanted: I'm 100% reliable are you? If so lists/disks to Steve, 6 St. George Rd, Chepstow, Gwent, NP6 SLA

Amiga contacts wanted: Serious not beginner. 100% reply. Andres Trujillo Segui, 61 CID Street, 03800, Alcoy (Alicante), Spain.

Male Amiga penpals wanted to talk about life etc. Contact Lauren Skerry, 4 Colebrook Ave, Upper Shirley, Southampton, Hampshire, SO 15 5NR.

Amiga contacts wanted: 100% reply. Pen friends also wanted. Write to: Steve Morgan, 8 Porthdafarch Rd, Holyhead, Gwynedd, LL65 2RS.

Amiga games for sale. All boxed originals including some A1200 versions. Offers welcome. Phone Darren on 0382 534388.

Hello out there! I'm searching for cool Amiga freaks all over the world to swap Amiga demos, PD and shareware stuff with! Please include lists over your disks when you write me. Only legal swapping!!!!! Write to Henrik Johansen, Teglgaardsvej 3, 5800 Nyborg, Denmark.

Swap Sega Mega Drive with ten games and Amstrad PC 1640 for Amiga 1200 with hard drive. Mega Drive is only six months old. Phone Callum Neild on 0626 864416.

For sale: Amiga 600, 1 year old, 2 mice, connecting leads and printer cable, workbench and book, £200 of software including SimAnt, Nick Faldo's Golf (GFA Basic worth £50), 20 magazines and soem cover disks, £200. Phone Mark Richardson on 0276 472871.

SNES with two games, Street Fighter II, Super Mario Kart, 1 controller and one carry case. Very good condition, £75 ono. Phone Warren Fields on 0298 814967.

For sale - Amiga 500+ with loads of software. Still boxed, VGC, bargain at £270. Also SNES with eight games inc. SFII Turbo, Mario Kart, 2 joypads, Jap converter. Still boxed as new, £180. Will deliver. Phone Craig Bunyon on 0582 602450.

For sale: Frontier: Elite II £15, Batman Returns £12, both £25. Unwanted gifts. Brand new, boxed, instructions. Phone Tom Woolvett on 0323 505428.

Swap: Flashback, Dynablaster, JM Football, Pinball Fantasies, Striker for: Goal, Speedball I or II, Pinball Dreams or anything good. Phone Simon Beaumont on 0823 323804.

£230! £230! £230! Amiga 600, WB 2.05, unused external drive, joysticks, mouse, 100+ genuine boxed original games (Cannon Fodder, Chaos Engine, Sensi Soccer, KGB, Monkey 2, M/prose Golf, Jurassic Park etc., all the good stuff), word processor, AMOS, 2 paint packages and dozens of coverdisks and PD disks. £230 only. That's £230. Ring 0706 220471 after 6.30pm – Paul. Will send and charge for carriage costs. (Oh, very reasonable – Neil)

Amiga 1200 88 meg H/drive, Panasonic colour printer, many extras £750 ono. All in boxes. Phone Simon Butler on 0831 370732 (after 6PM).

Amiga 500 &25 games, £200. 0204 61252

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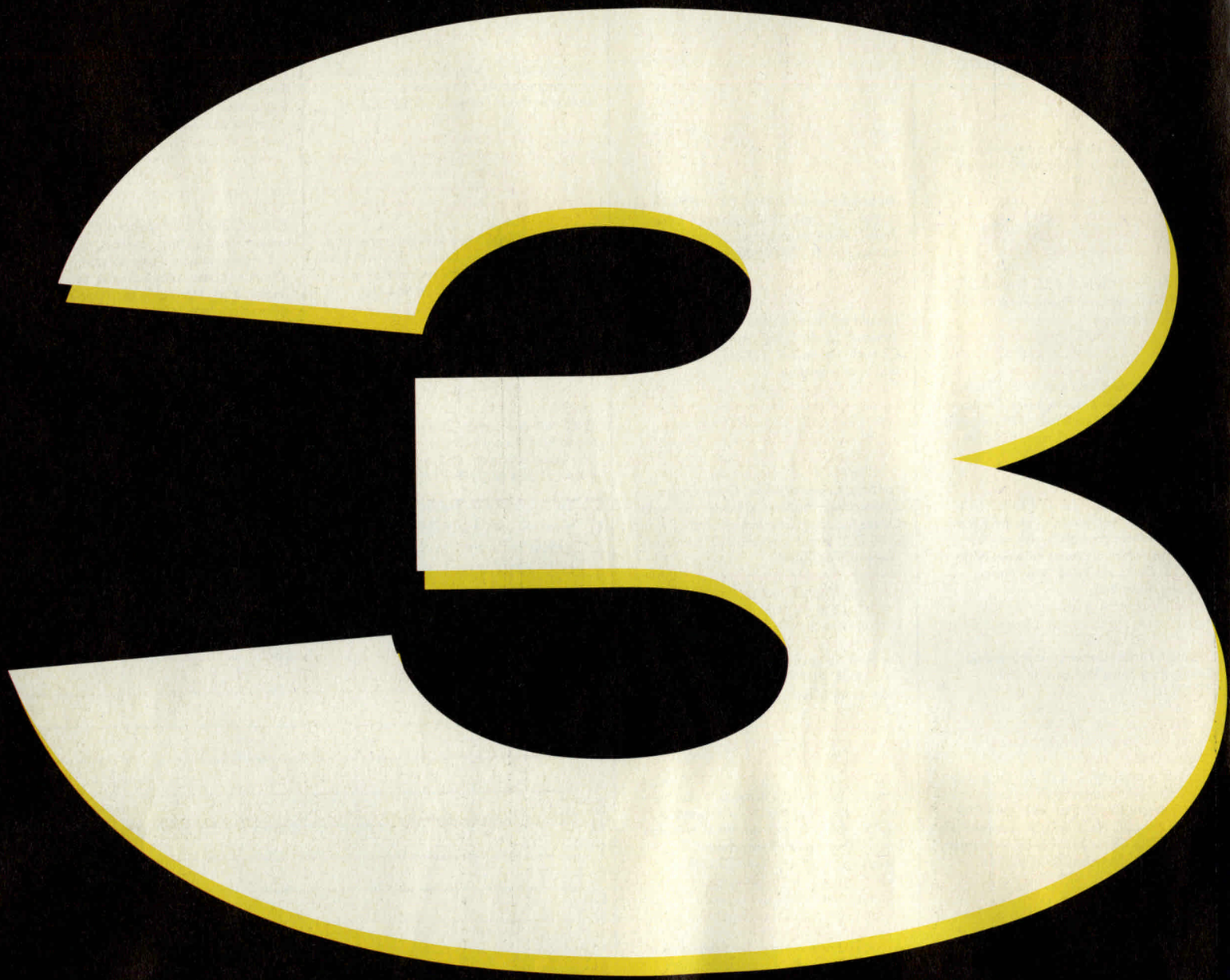

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AMIGA ACTION

November issue. On sale 29th September.

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Quite simply the best Football management game for your computer. We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically out wit and conquer every opponent.

Managers : 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

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Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

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Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

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Plus : Over 100 other meticulous refinements impossible to list here.

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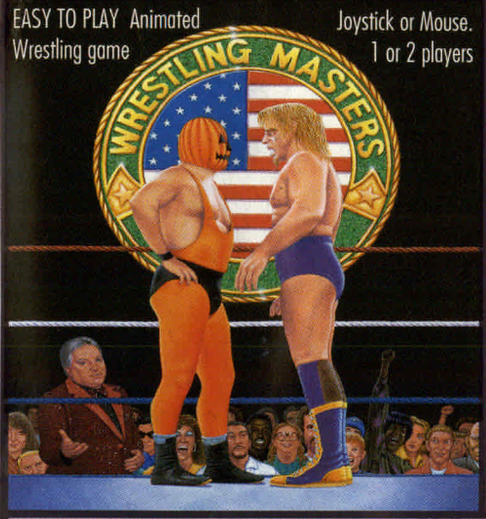
Scottish : Dedicated version details available upon request.

EASY TO PLAY Animated Wrestling game

Joystick or Mouse. 1 or 2 players

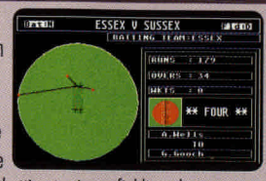


CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.



- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).

- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

You could have won £44,836 with this HORSE TIPSTER Utility!

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

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ESP Software DEPT. A A
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Southend-on-Sea,
Essex SS1 2ND. England.
TEL. (0702) 600557
FAX. (0702) 613747

MAIL ORDERS

All the programs detailed in this advert are only available by direct mail.

COMPUTER: ST 512K S/S	ST 512K D/S	ST 1MB	AMIGA 1MB	P.C.	DESCRIPTION A A	PRICE	TOTAL
					Professional Football Masters V4	24.95	
					P.F.M. Editor V4	12.00	
					Stable Masters V2	24.95	
					Oracle Horse Tipster (RRP £99.95)	75.00	
					Cricket Masters	24.95	
					World Cup Cricket Masters	24.95	
					Wrestling Masters	19.95	
					CREDIT CARD NUMBER & EXPIRY E.& O. E.	GRAND TOTAL	

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UNIVERSE

Take Boris Verne, a uniquely ordinary guy...

One minute he's sitting quietly at his 35-bit Excellence Engine home computer. The next he's being transported to another dimension by his eccentric uncle's Virtual Dimension Inducer!

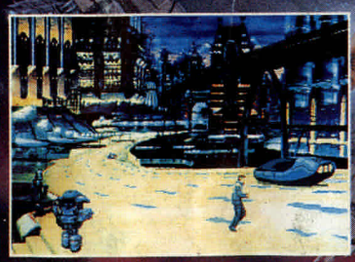
Imagine how he feels when he emerges from a rip in the space-time continuum into an unknown dimension...

Encounter weird alien worlds and their even wierder alien inhabitants! Guide Boris on an action-packed chase across the gulfs of space to find a fabled lost star. Help him find the key to defeating the evil Golden King who rules his **UNIVERSE!**

Rotoscoped game character with real-time scaling and over 500 frames of animation...

Lush, 256-colour hand-painted scenes teeming with background animations...

Feel the sense of total immersion in this parallel universe, enhanced by atmospheric, mood-responsive music...



Available on: Amiga (compatible with 500, 600 and 1200), Amiga CD32, PC and PC CD-ROM

CORE DESIGN LIMITED

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